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## previews

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- **Miami Mallard in**  
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# SUPER 64 MARIO

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the Fun Machine**  
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## IN-DEPTH

More screen shots, strategy tips, and  
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• **MONKEY KUN'S LAND 2** • **BEALM**  
and more!

## Player's Poll—Volume 88

Prizes? Prized! Sure, we got prizes! To get a chance to win, answer the following questions. Then, send in your card, pronto!

Check out the list on page 108, then write down the numbers for your five favorite games in order of preference, with your top choice first.

A. Super NES 1.  2.  3.  4.  5.

B. Game Boy 1.  2.  3.  4.  5.

C. Virtual Boy 1.  2.  3.  4.  5.

D. Which live products are you most interested in playing?

1.  2.  3.  4.  5.

E. How old are you?

1. Under 5 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

F. Sex:

1. Male 2. Female

G. Do you expect to purchase a N64 or receive one as a present in the next three months?

1. Yes 2. No 3. Not sure

H. Have you played the N64 at an in-store display?

1. Yes 2. No

I. Have you heard about the N64 on TV or read about it in another magazine or newspaper?

1. Yes 2. No

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Age \_\_\_\_\_

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Do you own any of these game systems?

J. Sega Saturn 1. Yes 2. No

K. Sony PlayStation 1. Yes 2. No

L. 3DO Multiplayer 1. Yes 2. No

M. Virtual Boy 1. Yes 2. No

N. Do you expect to purchase a Game Boy Pocket or receive one as a present in the next three months?

1. Yes 2. No 3. Not sure

O. Do you already own a Game Boy?

1. Yes 2. No

Twins' special: What if a 64-bit zebra Mario down an icy slide in Super Mario 64?

A zebra?

Twins' special: Now send in your card and keep your fingers crossed!

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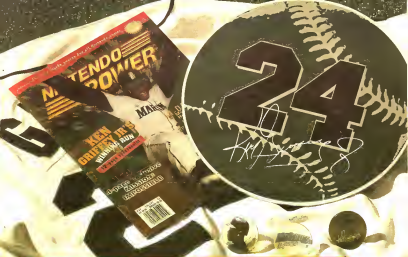
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## FULL COVERAGE

### Super Mario 64: The Adventure Begins!

14

It's time once the tantalizing preview. Based on the early screen shots. This month, we begin in-depth coverage with a look at the layout of Princess Peach's castle and maps of the first five levels. Don't miss out on the details! It all starts on page 14.



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### Take Flight With Pilotwings 64



For aspiring N64 pilots, the wait is over. In this issue, complete coverage of Pilotwings 64 gets it all the ground with flight plans for scoring certificates in A and B classes. See the Pilotwings 64 world—from the air, beginning on page 24.



### Ready for a Road Trip?

Any racer's engine would rev at the prospect of a coast-to-coast rally, and that's just what Cruis'n USA has to offer when their seekers. The green flag drops on the racepage this month with a four-page preview.



# POWER CHARTS

It's tag-team: Tetris Attack, as both the Super NES and the brand-new Game Boy versions chart this month. Meanwhile, Mario's quest for the Smithy Gang puts him atop the Super NES Top 20. What are your fave games? Let the world know by sending in your Player's Poll Response Card at the back of this issue!



## SUPER NES TOP 20

RANK	GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1	SUPER MARIO RPG	Nintendo	1	5
2	CROWD TRIGGER	Square Soft	3	14
3	DONKEY KONG COUNTRY 2: KIDDY'S KONG QUEST	Nintendo	2	11
4	THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	3	6
5	SUPER MARIO WORLD 2: YOSHI'S ISLAND	Nintendo	6	11
6	KEN GRIFFY JR.'S WINNING RUN	Nintendo	5	4
7	FINAL FANTASY III	Square Soft	9	21
8	SUPER METROID	Nintendo	8	29
9	TETRIS ATTACK	Nintendo	7	2
10	KILLER INSTINCT	Nintendo	10	15
11	DONKEY KONG COUNTRY	Nintendo	13	23
12	SUPER MARIO KART	Nintendo	10	41
13	SECRET OF EVERMORE	Square Soft	—	10
14	FINAL FANTASY II	Square Soft	—	10
15	MORTAL KOMBAT 2	Williams	19	10
16	BREATH OF FIRE II	Acclaim	—	4
17	SECRET OF MANA	Square Soft	—	19
18	UNIRACERS	Nintendo	—	3
19	AIRDUZZ SUPERSONIC	Kool	—	4
20	EARTHWORM JIM 2	Playmates	18	11

## TOP FIVE KIRBY GAMES

A cute, puffy warrior with pink cheeks, Kirby has won millions of hearts from his cheeks. Kirby Super Star boards into stores every where in September. Check out our exclusive news! (Continued on page 50)

1. KIRBY SUPER STAR (SUPER NES)
2. KIRBY'S BLOCK BALL (GAME BOY)
3. KIRBY'S PINBALL LAND (GAME BOY)
4. KIRBY'S DREAM LAND 2 (GAME BOY)
5. KIRBY'S DREAM LAND (GAME BOY)

## MOST WANTED

1. NINTENDO 64
2. SUPER MARIO 64 (N64)
3. MORTAL KOMBAT TRILOGY (N64)
4. CRUISIN' USA (N64)
5. KILLER INSTINCT (N64)
6. STAR WARS: SHADOWS OF THE EMPIRE (N64)
7. DOOM (N64)
8. PILOTWINGS 64 (N64)
9. SUPER MARIO KONG (N64)
10. MISSION IMPOSSIBLE (N64)



## GAME BOY TOP 10

RANK	GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	1	41
2	TETRIS ATTACK	Nintendo	NEW	1
3	TETRIS	Nintendo	3	46
4	DRL 2: DODGE'S KONG QUEST	Nintendo	NEW	2
5	SUPER MARIO LAND 2: A SUPER COIN	Nintendo	6	46
6	METROID II: RETURN OF LUMBER	Nintendo	4	57
7	DONKEY KONG LAND	Nintendo	2	20
8	MARIO LAND: SUPER MARIO LAND 2	Nintendo	5	25
9	KIRBY'S BLOCK BALL	Nintendo	NEW	2
10	DONKEY KONG	Nintendo	4	24



## VIRTUAL BOY TOP 5

RANK	GAME	COMPANY	LAST WEEK	WEEKS ON CHART
1	MARIO LAND	Nintendo	1	11
2	MARIO'S TENNIS	Nintendo	2	11
3	GOLF	Nintendo	4	5
4	3-O TETRIS	Nintendo	5	4
5	MARIO CLASH	Nintendo	—	4



you could have some of your neat AOL stuff at your Nintendo Web site?

**Jeffrey K. Czepe**  
via the Internet

We'd love to run an interactive story or celebrity chat at [www.nintendo.com](http://www.nintendo.com), but technical difficulties (example: old browsers) would shut out many in Internet-land, and we sure don't want to do that. As technology improves, so will our site. Count on it.

### Outgoing Dinky Here!

When I finally got the chance to check out your Web site, I must say I was shocked. I was expecting a dinky little thing that basically just had all the articles from the magazine typed up onto a computer screen. But what I got was something else! In the section about Super Mario RPG (which is a fantastic game!), that little twinkling star above the Mario logo is just the best. I don't know why, but I sat for three minutes watching that star twirl! Then, I ventured into this fantastic little place called Classified Info. Trust me, this thing tops all. No more searching through boxes and boxes of old news for codes. So of course, I subscribed right away to get all the codes! I can't be happier! The only complaint I have is



that in this section you kind of overdid it with the frames! It's kind of squishy and hard to see everything. But other than that, the Classified Info Code Bank is *blaw*, the navi-va of Nintendo gamers

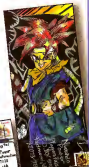
**George Wright**  
via the Internet

how, over 7 years and 2 months, graphics and music have undergone such dramatic makeover

**Nick Pagano**  
**Madhouse Heights,**  
**New Jersey**

### Graphical Revolution

I can't believe how much things have changed from the NES to the N64. The NES, with its rigid graphics and ugly sound effects, to the N64, with smooth 3D graphics and symphonic overtures. I have been a loyal subscriber and reader of Nintendo Power from Volume 1, with the clay Mario figure holding a washroom on the cover. Now I look at Volume 86, and there's N64 coverage. It's amazing.



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# PLAYER'S PULSE

## This Issue Beats All

I just received my latest issue of Nintendo Power (Volume 86) and it was awesome. I really loved the Beat the Boss article. You should make this a permanent section in NP. Also you should offer strategies to beat bosses in old games, like Mega Man X.

**Mohammed Qasab**  
via the Internet

Beat the Boss will make a comeback, but don't expect it every month.

## Love Those Letters

You should expand Player's Pulse even more. Every month that is the first section I turn to. Please don't print short letters that totally agree with your magazine. Please stop coverage of Virtual Boy due to the fact that it is very unpopular with me and my friends and every living thing on this planet. Return the Power Charts to two pages! It was much cooler before. Now I can barely find it. Good job with Epic Center. It has really gotten me interested in RPGs.

**Michael Stoops**  
via America Online

## Case Up on the N64

I think you've been spending just a little too much time on the N64. Don't get me wrong. I'm thrilled with the graphics and everything, but it hasn't even been released! Also, in Volume 86 you only reviewed three games in Now Playing, and only one got a seal of approval. However, I still think Player's Pulse and Classified Info are great. Keep up the good work in those departments.

**Jan Wright**  
Hendrix, Virginia



Some months, tons of games come out, other months, only a handful. As for the solo seal of approval, what good would it be if we handed one out to every game that came out?

## Arene? Baargh!

I already own a NES, Game Boy and Super NES. The only other system I want is Virtual Boy. I don't want an N64. I like better graphics, but I don't want to buy a system for them. I think that Epic Center should be greatly expanded, but I would get rid of

Antro. Besides reminding me of games I want but don't own, it's also a place for good gamers to brag. No offense.

**Josh Lippert**  
via the Internet

## Ha Ha Ha

I like your magazine and all, but you need more fun things, well I mean funnier things. Like making fun of games that are just insane to even be put on the market. You have a lot of information and everything, it's just that there isn't really anything that catches me and won't let me go. I'm sorry to insult your magazine, I like it and all but I just had to tell you that.

**Joey Gibson**  
via the Internet

## Web Site, Bummer

There is only one problem regarding your on-line resources: everything good is on America Online! All the chats with Mr. Miyamoto and Ken Griffey Jr., the on-line games like Blood of the Chozo, and all the other stuff that I never got to take part in are only on America Online. Anyway to get to the point, is there any way

## Disclaimer

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Justin Bell - Assistant Editor

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Paul T. Snyder - Editor  
Paul Blumstein - Editor  
Lance Olsen - Editor  
John Carroll - Editor  
Justin Bell - Editor



# LETTERS, CONTINUED...

## Power Packs

I was wondering if you could run an article about NHL '96. It is the best sports game I have ever played! Try to include some codes, such as for secret sports teams.

Ryan Leemhuis  
Rochester Hills, Michigan

Feast your eyes on Classified Information in Volume 87 for some super-secret teams, Ryan. Those crafty code-jockeys at Electronic Arts snuck a few surprises into their smush hit puckfest!

## Contest Question

Can nonsubscribers still participate in the Player's Poll Contest every month?

Aaron K. Droller  
via American Online  
You bet!

## Brown at 83

I had the great opportunity to attend the recent E3 show in Los Angeles and played the Nintendo 64 system as well as the other notable systems currently on the market, such as the PlayStation and the Saturn. I was very impressed with the N64. There were long lines at each of the N64 stations where guests amiably waited their turn to play Super Mario 64, Phalaris 64 and other titles. No doubt about it, interest was very high at the Nintendo E3 booth. What a blast to have been part of the whole experience. I also

## I'm So Disney. My Head's Spinning

Volume 81 Grand Prize Winner Dan Tiempo of Des Moines, Illinois, went where no gamer had ever gone before when he won a rare peek behind the scenes at Disney Interactive! It turned out, though, that Dan was most impressed by a 64-bit plumber just off the plane from Japan. He spent two hours playing Super Mario 64 before heading out to Disneyland, where he and cousin Chris Daliva caught the hot new Indiana Jones ride in Adventureland.



had a chance to meet and talk briefly with your online Game Counselors, who seemed to be great folks and very personable. Although I was a geek of Philips Modio, I felt like a kid in a candy store and now understand why Nintendo

Power is always very excited about the E3 show. It was the opportunity of a lifetime to attend.

Elaine Palmer  
Los Angeles, California

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# BLAST OFF TO THE FUTURE

Nintendo makes history with North American Launch of the N64.

## The N is near!

On September 29th, the most anticipated system in video game history—soon to be known as Mario all over the United States and Canada. Mark your calendar and brace us down to your local Nintendo dealer if the N64's appearance in North America is anything like its

September debut, you can expect one of the wildest days in retailing history. In Japan, eager gamers lined up the night before the N64 went on sale. Two shop-a-longs, totaling a half-million systems, sold out in a week. Many of those systems went to game players who placed their orders and plunked down 25,000 yen (about \$260) long before the N64 hit the shelves. It's not surprising that

## Let the Games Begin

Nintendo's philosophy is simple: deliver the best games, period. That's why Nintendo and the Game Boy are third-party developers are busy putting the finishing touches on a multi-year lineup of games slated to ship soon after the initial N64 launch.

Blast Corps	Nintendo
Crash n' USA	Nintendo
Killer Instinct Gold	Nintendo
Mortal Kombat Trilogy	Williams
NBA Hoop Time	Williams
Star Wars: Shadows of the Empire	Nintendo
Technic	Nintendo
Turkic Dinozaur Hunter	Acclaim
Ultimate N64	Nintendo
Wayne Gretzky's 3 D Hockey	Williams

Nintendo officials are advising retailers to prepare for an onslaught of game players eager to get their hands on the future of fun.

Can't wait? Well September 29th to take the N64 for a spin? U.S. residents might want to head over to their local Toys "R" Us. Beginning the first week of September, every statewide Toys "R" Us will have a special N64 section featuring at least three systems that you can test out. No Toys "R" Us nearby? Don't despair. Throughout September, other Nintendo retailers will be setting up displays as fast as they can get them. Every Target and most Wal-Mart stores are slated



This great-looking box set is one of the fun Nintendo game sets to ship at least 1 million to U.S. and Canadian stores by March 30th, 1997.

ed to get playable N64 displays! At least 3,000 Blockbuster Video stores nation-wide will be getting display systems that you can try out. By mid-October, more than 10,000 playable N64 displays will be up and running in the United States."

"So I can't find a store with an N64 you can try out? Many more will be running N64 demos. Across the United States, about 1,800 stores will have N64 games on their Power Previews displays. At the push of a button, you'll be able to preview Super Mario 64, Pinowings 64 and other hot new titles."

If a brief tryout in a store leaves you wanting for more, you can rent a system at your local Blockbuster Video store. From the launch date until November 30th, Blockbuster Video will be the only official rental dealer in the U.S., for \$16.99, you'll get everything you need for instant fun, including the N64 control deck, all the necessary cables and cords, two controllers, instructions, and your choice of a Game Pak.

Console game players can also look forward to a big piece of the N64 action. In fact, they've already been enjoying the game this summer at special Nintendo



Join Nintendo's fun. Alan DeLentini and son Super Mario 64 at the Nintendo Power Pop in Toronto.



To really appreciate the N64, you've got to play it. Fortunately, that won't be too hard. By launch date, high-tech displays like this one will be installed in stores from coast to coast. Head in down to your local Nintendo retailer to get your fingers on the future of fun!



# NINTENDO<sup>64</sup>

**CPU:**

64-bit RISC CPU (customized MIPS R4000 series)  
Clock Speed: 93.75 MHz

**MEMORY:**

38-megabit DRAM, Maximum transfer speed:  
4,500 bits per second

**CO-PROCESSOR:**

Integrated SP (sound and graphics processor) and DP  
(pixel drawing processor), 64-bit, 62.5 MHz

**RESOLUTION:**

Maximum 640 / 480 dots  
Flicker-free interlaced mode support

**COLOR:**

Red, green, blue, alpha (color and transparency)  
32-bit RGBA on-screen color support  
21-bit color video output

**GRAPHICS PROCESSING:**

Z-Buffer  
Anti-aliasing  
Realistic texture mapping:  
• tri-linear MIP-map interpolation  
• perspective correction  
• reflection mapping



A stack some of artwork and concept art for the Nintendo 64 console, displayed next to the white and grey Nintendo 64 controller. The controller's groundbreaking design allows characters to move freely in a 3-D environment. The analog Control Stick gives you precision game control. No other system has anything like it.



peripherals in theme parks in Toronto, Montreal and Vancouver. By mid-September, every Toys 'R Us in the country will have a display with at least one playable N64. Other outlets will join the N64 brigade, so that by launch date, more than 600 different stores across the country will have playable displays. Winners take an N64 home for a few nights! Beginning September 30th, every Rogers' Video (Videozone in Quebec), about 250 outlets in all, will rent an N64 and your choice of one game for three nights for \$14.99. Rentals go to a winner a contest in which you'll have a chance to win an N64!

If we hear about additional places you can play the N64, we'll post them on Nintendo Power Source on America's Online (Keyword: Nintendo) and the Nintendo Web site ([www.nintendo.com](http://www.nintendo.com)).

## Gearing Up

The North American version of the N64 will come with the Control Deck AC adapter and one controller. In order to keep the price down, Nintendo decided to leave out the A/V cable that connects the console to a TV set. This shouldn't present a problem for Super NES owners, who are expected to be in the majority of N64 buyers. They can simply use their A/V cables to hook up their N64s. In case you don't have a Super NES, Nintendo dealers will stock A/V cables.

## Mission Control

Separate controllers will also be available at the launch, even though the first multiplayer games won't ship until later. You'll have your choice of six Play It Loud colors, including red, yellow, blue, green, charcoal and light gray. The manufacturer's suggested retail price for these polychromatic beauties is \$29.95 apiece. The N64 Controller Pak™ should appear on store shelves later in the fall. Slotting into the bottom of the N64 Controller, this add-on device will store personal game-play info, such as your name and save point. Take it along to a

friend's house and you'll be able to pick up a game where you left off!

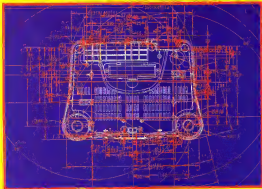
## Technical Stuff

The hardware wizards at Nintendo and Silicon Graphics really pushed the envelope with the N64. The result, a fast, powerful system that offers game developers plenty of room to grow, you get the world's greatest gaming experience now and you're assured of getting...ensuring...new...games...for...into the future. What a deal!

Here's a quick guide to some of the technical feats behind this ground-breaking system. Note that most of these capabilities are "hard-wired" into the N64, which means they're built right into the hardware! You can achieve some of these same effects in other video game systems, but often they've been slapped on with software that can slow down the system. Except, feature generations of N64 games to far outpace games for other systems!

## THE FUN MACHINE

What It's Called	What It Does
Antialiasing	Smooths out jagged edges.
Alpha blending	Makes great transparency effects. For example, objects seen through water look different than objects seen through air.
CPU	Central processing unit. 64 bits means fast and powerful.
Level-of-detail (LOD) management	Powerful Reality Co-processor prioritizes huge, richly detailed worlds, with many objects up close and far away.
Microcode	Custom CPU control instructions optimized for audio, lighting, graphic details and other ultra-realistic effects.
Rexley Co-processor	The heart and soul of the N64. A 64-bit custom chip from Silicon Graphics that performs all graphics and audio processing.
Texture mapping	Puts a billion pictures, or textures, onto a surface. In other words, a brick wall looks like a brick wall, not like a blank one.
Teleport MP-map interpolation	Subtly blends colors and patterns of texture maps to make objects more realistic, even as they move closer to you.
Linked Memory Architecture	The N64 has lots of fast memory. Not. The able to add to it, too.
Wave table synthesis	Synthesizes high fidelity sounds. Fourteen prices and ten more PCs.
Z Buffer	Keeps stuff in the right place even if you're missing quickly. Objects maintain their true spatial relationships.



Silicon Graphics helped develop the heart and soul of the N64. SGX also provided the way to help you design the 3D-software Pop'n Game Pak, though you'll instantly forget all the technical specs. You've never experienced anything like the thrill of playing with the world's greatest fun machine!

**NINTENDO 64**



# SUPER MARIO 64™



Princess Toadstool has invited Mario to her castle for a bite to eat, but what follows is no piece of cake! Follow Mario as he leaps into 15 vast worlds, plus many more secret areas. He'll find lava lakes, murky mazes and sunken ships. He'll ride a condor, squash giant bugs and dodge a vicious piano. Welcome to the wild worlds of Super Mario 64!

## A GALLERY OF WONDERS

Toss away all your preconceptions about fun. The first truly interactive 3-D video game is here! For the first time ever, you can change your view of the action. This unprecedented freedom is a vital part of the game-play experience. Throughout Super Mario 64, you'll find yourself puzzling to check out the best way to proceed. To get the lay of the land, you'll use the yellow C Buttons to change the position of the camera held by the Lakitu Brothers. You can also press the R Button to zoom in from the Lakitu's to Mario's point of view. When you're ready, enter treacherous worlds where Bowser's fierce minions will stop at nothing to keep you from retrieving the castle's Power Stars. To get there, you'll have to leap through goombas in the castle. Talk about weird stuff!

## SLIDE ATTACK



Grab Bob-ombs and fetch animal friends by pressing the B Button while dashing at them. Slide, strafe, and edit style by pressing the A Button to loop before pressing the B Button.

## POUND THE GROUND

Search out coins and break blocks by jumping and thronging the Z Button while airborne.



The analog Control Stick gives such pinpoint control that you'll be happy just to experiment with Mario's super moves before venturing through a painting. Try pushing the A, B and Z buttons in different combinations as you zip about the castle grounds and interior. You'll also notice that you can make Mario creep, walk or run, simply by pressing the Control Stick at different angles. The castle moat offers a safe environment for taking swimming lessons. Here are just a few of Mario's many moves. You'll find many more as you play the game!

## SWIM

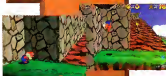


Stroll and look with the fish in the watery worlds of Super Mario 64, but make sure that landlubber Mario comes up for air before his Power Meter expires.



## MARIO'S SUPER MOVES

## BACK SOMERSAULT



Don Backward Somersault to gain more height than you can with a conventional jump. Press the Z Button before springing backwards with a tap of the A Button. It's one of the funniest moves Mario can make.

## WALL KICK

For maximum altitude, jump, then jump again just as you touch a wall. Timing is critical in this difficult move. The Wall Kick is the only way you'll reach high places and things.



## THROW



A good way to say "hello" to enemies is to hurl coin-filled boxes at them. You can also throw some items, such as Bob-ombs, and other objects.

## GIANT THROW

The only way to throw Mario is by grabbing the back of his tail and whipping him around and around before hurling him into bony bits.



# PRINCESS TOADSTOOL'S CASTLE

Arriving at the Princess's castle, Mario finds the place mysteriously empty. Bowser has swiped the castle's Power Stars and hidden them in 15 ominous worlds he's created behind the castle's paintings and in other areas. Bowser has assigned henchmen badkins to guard some of the Stars, often, he has hidden in hard-to-reach locations. To recover the Stars, Mario must solve puzzles, navigate obstacle courses, and beat Bowser's bad guys.



## BOB-OMB BATTLE FIELD

Mario's first trip through a painting lands him in a explosive situation. It seems that Bowser has installed a bunch of his hatwicked pals in a cool green countryside. They object to unannounced visitors, even mellow Mario!



## ENTRANCE



Mario senses that something is wrong as soon as he enters. Everyone's missing. Why?



## SECRET SWITCH

The translucent Red Blocks you'll see in early worlds contain Wing Caps, but they can't be activated until you win eight Stars and gaze up into the starbeam shining down into the grand hall. When you do, Mario will suddenly find himself gliding high above the clouds. He should land on top of a tower and step on the Wing Cap Switch to activate all the Red Blocks. Mario can also win a Star by snagging eight Red Coins floating in the sky.



## COOL, COOL MOUNTAIN



Hit the slopes by keeping through a snowier cape, but don't expect easy sliding as you try to avoid sliding into an icy cliffside!



## BOWSER IN THE THE DARK WORLD

STARS  
REQUIRED  
8



Mario would love to see the Princess's portrait up close and personal, but Bowser has a little playbill waiting for him!

STARS  
REQUIRED  
7

## WHOMP'S FORTRESS



A great stone fire and his trappy crew rule a rock-bound kingdom. Tip toe through the garden if you don't want to become lunch for a Piranha Plant. Take your time and you'll find plenty of riches scattered about the landscape!

STARS  
REQUIRED  
6

## THE PRINCESS'S SECRET SLIDE



The corner of the maze now leads to the Princess's secret art gallery and even more secret slide! Return again and again for fun and profit. You can also win two Stars here if you're fast enough.

## TO THE BASEMENT

Enter strange new worlds, including a pair of scolding fire-breath, a spooky maze and a desert where you'll have to slide to the middle of a green pyramid. Drain the moat and enter either Big Boo's haunted house if you dare!

STARS  
REQUIRED  
3

## JOLLY ROGER BAY

A quest for treasure leads Mario onto the deep, dark waters of Jolly Roger Bay. If the giant eel doesn't scare him off, the Titanic scuttles would love to have him for lunch!



## TO THE CASTLE TOWER



Mario gets very small and cautiously big as he swings round high up in the castle tower. He must also beware a flooded city and, in his shed, an astounding adventure yet, make his stand still. Watch things start moving now, it's time for a showdown with Bowser!





# BOB-OMB BATTLEFIELD



It's a mal by fire power as Mario dodges, bellicose Bob-ombs, and scuttles up the steep slopes of the first world he enters. Fortunately, all the troublemakers in this stage are out of foot. In each major world of Super Mario 64, you can win six Stars, plus another Star for collecting 100 coins. You don't have to collect the Stars in any particular order; in fact, you'll probably want to explore other worlds before collecting all the Stars in this world.



## ★ BLAST THE BIG BOB-OMB



Defuse this dynamite disaster by grabbing him from behind and heaving him three times. Watch out for his explosive rage, though! If he manages to throw you off the mountain, you'll have to start all over again.



## ★ RACE TO THE TOP OF THE MOUNTAIN

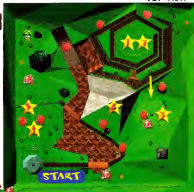
Re-enter the painting and keep the Quick and the Big Bob-ombs at bay. Despite his nickname, this Koopa is a real glider. Once you reach the mountain, rush up the dirt track to the top. About halfway up, enter the cave the big balls pour from and wisp to the top.



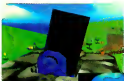
START  
THREE-QUARTER  
VIEW

- 1-UP MUSHROOM
- BLUE COIN
- RED COIN
- 15 WING CAP
- STAR
- HEART

## TOP VIEW



## FLY TO THE FLOATING ISLAND



Jump into the hole halfway up the mountain to activate a hidden cannon. Aim just above the tree on the island. Once there, jump to the yellow block that holds a Star.



## COLLECT EIGHT RED COIN



In every painting in Super Mario 64, you can win a Star by grabbing all eight Red Coins during one trip. Because all coins reset when you re-enter a world, you'll have to return to the floating island to grab the Red Coin hovering over the tree.



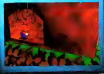
## READY, AIM, FIRE!

Once you've activated the Red blocks, return to the floating island in this world. Grab the Wing Cap, jump into the nearby cannon and shoot through the five rings in the sky. You'll have to climb slightly to make it through the last ring.



## WARP ZONES

Avoid unnecessary damage on the mountain by warping from the back of the cave from which the big balls are passing to another cave farther up the mountain. Another warp into the flower lands near two of the coins. Throughout Super Mario 64, warps only work if Mario enters slowly.



## INSIDE CHAIN CHOMP'S HOUSE



Chained to a post, Chain Chomp takes out revenge by snapping at anyone passing close by. Enter the backdoor by pounding the post into the ground. He'll thank you by smashing the cage open, giving the Star.

# WHOMP'S FORTRESS



The Whomp King has planted his garden with Poisona Plants. It's a not-so-polite way of saying "Keep out!" Earth-shaking Thromps patrol the main staircase, while Whomp footmen try to pulverize anyone who gets near the top. No compound mitters, this entire world floats high in the sky. One false step and Mario's in for a very big fall!

## THREE- QUARTER VIEW

START



## STOMP THE WHOMP KING

The wrathful Whomp King is just itching to flatten visitors. Unfortunately for his Majesty, a pair of stomp legs seriously out's down on his mobility. When the Whomp King goes face-down, Mario should pound on his royal back. Three such assaults should complete the cap. Mario's biggest risk is falling off the small platform while trying to avoid the big blockhead.



## TOP VIEW

STAIRWAY  
TO THE STAR

A tower will sprout in place of the destroyed Whomp King. Bash the tower's base to find a hidden tip, then carefully climb the stone steps to the top. Some of the steps slide inward, so choose a good angle before making your jump.



START



## SLIDE TO THE STAR

Start with the Bob-omb Buddy near the shallow pool to activate the cannon. Aim carefully just above the double platforms protruding from the left side of the fortress. You should be lined up with the pole sticking up from the platforms.



If he missed the pole, Mario will start to a halt against the back column. The pole itself covers to the Star.





## RED COINS OF WHOMP'S FORTRESS



Go to a handy bridge by jumping and sliding this board. Go to the water with regular coins, then jump—carefully—to the Red Coin on the adjacent island.



One hard-to-find coin floats just over a Thwomp. Jump on top of the blue banner and ride him to the top before jumping to snatch the coin. When you collect all the Red Coins, you'll find the Star in the garden.



## OWL'S WELL THAT ENDS WELL



Tracking shadows is a key skill in Super Mario 64. After smashing the Whomp King, you'll find a friendly owl in the tree. Jump and grab Hook's tail with the A Button. Don't let go until you see your shadow beside the caged Star that's higher in the sky.



## IN THICK WITH THE BRICKS

Jump in the cannon and aim for the corner of this wall looming over the shadow pad. Then, slide away to reach the Star you've just uncovered, climb to the top of the wall and slide down. You can also climb back into the cannon and shoot for the Star.



This corner near the Thwomps contains a warp zone that teleports Mario up the fortress. Use it first if you're standing on the far over the Whomp's fortress (A). This warp zone of time is quick, easy to bypass a couple of minutes. Piranha Plants.



# THE PRINCESS'S SECRET SLIDE



After you've won a single Star, escape to the castle's grand hall. Go up the stairs to the mezzanine and enter the door on the far right; inside are portraits of Princess Toadstool. Hop through the painting on the right for the ride of Mario's life! You can win two Stars on the slide, one for simply making it through in one piece and one for reaching the bottom in less than 27 seconds.



For a fast shortcut, leap over the first guardrail on the left and land on the track far below. Don't despair if you miss a few times. Once you've landed, get up and get moving as quickly as possible!



Survive the slide and you'll find a Star inside this Yellow Block. Sometimes a 7-up Mushroom will pop from behind the plot form.



## THE FUN HAS JUST BEGUN

Once you've won three Stars, you can enter a chilly world, where you'll have to rescue a penguin mother's lost duck and race another penguin down an icy slide. Three Stars is also the price of admission to a mysterious underwater world, where a giant red guards a sunken ship laden with treasure. All of the paintings open worlds of wonder that are just waiting for daring explorers!



Could my baby!! Have you seen my baby??? She's the most precious baby to the whole wide world.



# PILOTWINGS 64™

**Soar to the top of your class!**

Test your flying skills to the limit in *Pilotwings 64*, Nintendo's first flight simulation game for the NES. Snap photos from your Hang Glider, skimmer skyward in your Rocket Belt or skim the rooftops in your Gyrocopter as you pass a series of challenging tests and earn your license to thrill.

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## FLIGHT PLAN

Earning your Beginner Class certification might be a piece of cake, but there are three tough levels and twenty-four more tests to pass before you can become a full-fledged pilot. To ensure your success, we've written a flight plan for every test!

### Licenses

You'll have to pass tests in each of four different regions in order to earn your wings. The number of points you score in each test determines whether you'll earn a gold, silver or bronze medal.



### Islands

*Pilotwings 64* features four detailed island environments to explore. Dive across an alpine village on Ever Frost Island or chase the surf around Crescent Island. With so much to explore, you might have to skip a test or two to just have fun flying.



License Class

Flight Path

Recommended Flying Altitude and/or Flight Objectives

Flight Goals

PART THREE

NINTENDO POWER



# PILOTS

Six would-be pilots are ready to take the skies to try to earn their wings. Each has strengths and weaknesses that give him or her a natural edge at flying certain types of aircraft. Study their attributes before making your selections.



## LARK

Hatchling is Lark, but everyone in class knows this guy as Master Lark! Flying is his favorite. Hatchling's strength is with Goose's light frame, making him an ideal pilot for any Hong Gacker test.



## IBIS

Ibis loves to handle Goose, especially in the skydiving tests, where her fast reflexes help her land on the target. Ibis also excels in Rocket Ball challenges, especially after the wind starts to stir things up.



## KIWI

Kiwi can match Lark's every twist and turn, but her small size makes the game tougher to handle. The lawrence Jumble Hopper troop are a breeze when Kiwi is loaded up in her under cake skies.



## HAWK

Hawk has the extra air power to hold a course in heavy wind, but he pays the price in altitude with his heavy payload. He frequently fails the work on all of the cannonball tests, even in the worst weather.



## GOOSE

Goose thinks that he's the best skydiver ever to pull a ripcord, and he'll prove it to anyone willing to jump with him. He can whip around into various free-fall formations with amazing speed.



## ROBIN

Robin is one of the best choices for the Rocket Ball and Jumble Hopper tests. She can easily match Hawk's precision in every cannonball shot, but she's a tough one to control after her Hong Gacker.



# EXTRA GAMES

If you score a silver medal in all three areas of a class, you can play an Extra Game. Extra Games consist of Cannonball, Sky Diving, and Jumble Hopper challenges. If you're good enough, you can play as a Bird Man.

## Birdman

Score a gold medal in every round of any of the three Extra Games and you'll be able to fly around as a Bird Man. Using your wings, you can fly around each of the islands and regions all you want. There's no fuel gauge to worry about, so the sky's the limit!



## Cannonball

You're now cannon fodder in this target-shooting game. Take three shots at each of the four targets in a cannonball stage. Each bullet up to seventh 25 points. Shoot for three gold medals so you can earn your Bird Man wings.



## Jumble Hopper

Jump around with a spring in your step as the Jumble Hopper. These Bouncy boots are firm in the mid-air, and they're perfect for timing and precision to get around to.



## Sky Diving

Fancy yourself a flying ace? Prove it in the series of sky diving tests. After you clear the clouds, look for your target and land in the middle of the bull's-eye.







# HANG GLIDER

The Hang Glider tests are very challenging. The trick to staying aloft is to fly through rising columns of air called thermals. Thermals vary in size and strength. They appear as orange dots on your radar display.



## CLASS A

Your Class A certification for hang gliding takes place on a clear day over the ice fields of Ever-Frost Island. This is a two-part test, consisting of photography and cliff diving.

### Photo Op

Catch the first thermal (Thermal A on the map) and take a picture of the flame at the top of the smokestack. You won't hit the smokestack if you keep your Hang Glider at least 75 meters above sea level.



### Extreme Dive

It takes nine parts courage and one part skill to pull off a perfect score in the Chicken Dive test. Fly through as many rings as possible, then swove and catch the thermal before landing.



PART ONE

### HANG GLIDER CLASS A



- 1 Use Thermal A to reach the smokestack and Thermal B for your banking approach.
- 2 Take a picture of this flaming smokestack.
- 3 Land here.

PART TWO

### HANG GLIDER CLASS A



- 1 900m
- 2 30m
- 3 After clearing the canyon, hit this thermal and gain 60 meters of altitude.
- 4 Land here.

## CLASS P

The Hang Glider tests over Little States Island are some of the toughest and most scored in the entire game. While soaring around, snap a few shots for your personal photo album.

### Time to Soar

The sun is setting, so there's still time for one last glide in the skies. How high can you go before the darkness wins?



### Canyon Chaos

Take a jump off Hoover Dam and gravity glide through the canyon. Soar through eight rings before reaching downtown L.A.



### Shuttle Shot

Capture Mount the Monster on film, then journey across the countryside in time to see the Shuttle hurtle into the dark skies.



# CLASS B

The far-flung thermals around Crescent Island make the going tough for all but the best Hang Glider pilots. Watch your altitude as you soar toward your Class B certification.

## Summit Stairway

Four terraced thermals rise almost to the summit of Crescent Island's highest point. Sail through the rising winds until you reach an altitude of 400 meters, then touch down at the glider site adjacent to the south face of the mountain.



PART ONE

## HANG GLIDER CLASS B



- 1 Thermal 150m
- 2 Thermal 150m
- 3 Thermal 240m
- 4 Thermal 340m
- 5 Land here

## Whale Watching

Take a photograph of the whale cavorting in the gulf, then swing by the hotel and scoop a shot of the new fountain before landing on the target near the beach. The game includes sample photos for inspiration.



PART TWO

## HANG GLIDER CLASS B



- 1 Thermal
- 2 Thermal
- 3 Thermal
- 4 Thermal
- 5 Whale frolicking grounds.
- 6 Land here

## Three-Minute Glide

Leap off the top of the mountain and glide due north across the spine of the ridge to Crescent Island's secluded north beach. You have to touch down on the landing pad as close to the three-minute mark as possible. While gliding around, you might discover a cave behind the waterfall. You'll explore the tunnel later with your Rocket Belt.

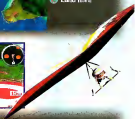


PART THREE

## HANG GLIDER CLASS B



- 1 Thermal
- 2 Thermal
- 3 Turning Point
- 4 Turning Point
- 5 Land here





# ROCKETBELT

Step in and hang on, the Rocket Belt is going to blow you away. The jets on the Rocket Belt have two speeds and an automatic hover control. While the hover control is great for braking or moving around in close quarters, it rapidly drains your fuel supply.



## CLASS A

The two tests for your Class A Rocket Belt certification take place on the West Coast of Little States Island. Both tests are timed, so you need to hurry if you want a perfect score.

### Metropolis Dance

Nine rotating rings are stopping traffic in L.A. End the gridlock by clearing all of the rings in under a minute and a half.



PART ONE

### ROCKET BELT CLASS A



### Stepping Stones

Blaze off from the mountaintop observatory and touch down on each of the six target platforms before landing in the shadow of Seattle's Space Needle. Try using the overhead perspective to line your pilot up with each target on your way down the mountain.



PART TWO

### ROCKET BELT CLASS A



## CLASS P

After all the cold weather on Ever Frost Island, the sunny skies above Crescent Island are a welcome sight. It's too bad you won't have any time to relax between your final exams.

### Tunnel Terror

If you've been wondering about that cave behind the salt waterfalls, this is your chance to explore to your heart's content.



### Rocket Ball

It's a little variety for a game of Rocket Belt, but practice the practice. Bounce the ball down the mountain and into the goal.



### Touch & Go

This quick test is a hop, skip and a jump between platforms, but don't get down too hard or you'll lose valuable points.



# CLASS B

Go ballistic with the Rocket Belt in the skies above Fave-Frost Island. At least you'll get your B License certification before the next winter storm settles in.

## Balloon Buster

Two blue balloons are bouncing around the nearby oil refinery. All you have to do is pop them and return to land within two and a half minutes. Unfortunately, someone hid five smaller balloons inside both blue balloons. Happy!



PART ONE

## ROCKET BELT CLASS B



- 30m
- 50m
- Land here

## Icy Rings

Fly through 15 rings before returning to the village for hot cocoa. When a ring turns red, fly through it next to rack up bonus points.



- 30m
- 55m
- 80m
- 90m
- 50m
- 50m
- 90m
- 90m
- 245m
- 210m
- 210m
- 30m
- 85m
- 100m
- 90m

Land here

## ROCKET BELT CLASS B

PART TWO



## GOOOOAL!

Could this be the next Olympic event? Use your head and your Rocket Belt to bounce an oversized medicine ball across the icy wastes to the goal on the northern island. The less time you take, the more points you'll earn.



PART THREE

## ROCKET BELT CLASS B



- Pick up your ball here.
- Move the ball to the goal here.





# GYROCOPTER

Next to being blasted out of a cannon, the Gyrocopter is the fastest means of transportation around Pillowings 64. Most tests involve flying through rings or blasting targets, but sometimes there are special missions.

## CLASS A

Class A certification takes place above the sandy shores of tropical Crescent Island. Your Gyrocopter testing consists of flying through rings and shooting at stationary targets.

### Full Circle Isle

Your first test is a high-speed race around Crescent Island. You have two minutes and 45 seconds to clear 15 rings. Max out the throttle so you'll be ready for the tortuous climb across the northern ridge.



A	25m
B	40m
C	100m
D	40m
E	40m
F	140m
G	30m
H	40m
I	70m
J	25m
K	25m
L	85m
M	25m
N	60m
O	140m
P	50m

Land here

### GYROCOPTER CLASS A

PART ONE



### Target Practice

Take dead aim and demolish all three white and blue targets, then return to the airfield before two minutes elapse. Since crosswinds are nonexistent in this test, try taking out the targets from a distance so you can spend more time perfecting your landing approach.



### GYROCOPTER CLASS A

PART TWO



A	20m
B	30m
C	30m

Land here

## CLASS P

The tests for Class P Gyrocopter certification take place above Two-Front Island. The exams were nearly canceled because of poor weather conditions, but the weather report says the skies will clear. And the weatherman is never wrong, right?

### Blizzard!

The weather outside is frightful, but that shouldn't stop you from clearing all twenty rings. To get a perfect score, you need to finish within two and a half minutes.



### Hot Air Blast

Keep your speed low as you fly through or blast away twenty air bags. Load before the clock ticks off two and a half minutes.



### Meca Rematch

Double frames on the Two-Fronts. Meca Hawk is returning toward the north shore. Keep your speed low and be ready to pelt that rusty bucket of bolts with five shots.



# CLASS B

Gyrocopter Class B certification takes place above Little States Island. Your tests will take place above the most scenic location in the game, although you have little time to seisure.

## River Run

Blast out of the Northeast and take a wild ride down to the Mississippi River Delta. You have two and a half minutes to fly through all of the rings and land in Florida. This might sound easy, but most of the rings slide the waves beneath the bridges.



## GYROCOPTER CLASS B

PART ONE



starting point	140m
target bridge	35m
land in Florida	60m
starting point	45m
target bridge	20m
starting point	15m
target bridge	5m
starting point	10m
target bridge	5m
starting point	70m
target bridge	60m
Land here	

## Stay on Target

Scattered throughout the Grand Canyon are ten targets. Destroy them with your missiles, then fly north along the West Coast and land in San Francisco.



## GYROCOPTER CLASS B

PART TWO



starting point	140m
target bridge	70m
land in Florida	30m
starting point	30m
target bridge	10m
starting point	140m
target bridge	70m
starting point	150m
target bridge	60m
starting point	30m
Land here	

## Meca Hawk is Running Amok!

Meca Hawk, a Giganter-size robot, is running amok in the heartland of Little States Island. Five missile hits will fry Meca Hawk's circuitry, but keep in mind that this rowdy robot has his own arsenal and is extremely dangerous.

## GYROCOPTER CLASS B



General vicinity of Meca Hawk's roaming reign of terror.





NINTENDO 64



## SHIFT UP TO N64

Kelly drives will be putting the pedal to the floor on route 64 when Cruisin' USA from Nintendo debuts for the Nintendo 64.

As promised over a year ago, the classic arcade racer steps over to the home circuit in a high-revving, tire-squealing, engine-smoker joyride across the USA. Virtually all of the features found in the arcade can be spotted in the N64 version of Cruisin', including the hidden vehicles and other surprises. The development team at Williams Entertainment omitted a few graphics in order to keep under the 64-megabit limit, but what you don't see, you won't miss.



© 1996 Williams Electronics

ROAD  
WORK  
AHEAD

# NO LIMITS

There's one rule in Cruise 'n USA: obey no posted speed limit! The big race takes you across the country, from California, through the desert southwest, up into the midwest farm states and out to the east coast. You'll race against other rally drivers, vying for first place and the right to move on to the next leg.



# SHOWROOM



## 62 MUSCLE CAR

Top Speed: 145 MPH/233 KPH  
Skidpad: 0.89 G  
Aerodynamics: 0.39  
0-60 MPH: 2.98 SEC  
Power: 468 HP 454 CID V8



## DEVASTATOR V1

Top Speed: 147 MPH/236 KPH  
Skidpad: 0.85 G  
Aerodynamics: 0.25  
0-60 MPH: 3.79 SEC  
Power: 325 HP TWIN TURBO V6



## LA BOMBER

Top Speed: 142 MPH/228 KPH  
Skidpad: 0.98 G  
Aerodynamics: 0.45  
0-60 MPH: 4.51 SEC  
Power: 500 HP SUPERCHARGED V10



## ITALIA P50

Top Speed: 144 MPH/231 KPH  
Skidpad: 1.01 G  
Aerodynamics: 0.28  
0-60 MPH: 4.88 SEC  
Power: 472 HP V12 DOHC 40V

# DRIVIN' YOU CRAZY

The power of the N64 doesn't stop with road speed and intense graphics; you can also race against a friend in the two-player mode, too. With a second N64 controller plugged into the Control Deck, you'll be able to dodge your pal, slam into him or leave her to eat your dust. The split screen gives each driver a clear view of the road ahead, not to mention on-coming traffic.





# BEHIND THE WHEEL

You can sit behind the wheel or ride behind your car. In the driver's seat, you'll feel as if you're inside the car, looking out through the windshield. If you set the camera behind the car, you have a choice between a rear bumper position and a more distant, trailing position. During a race, you can switch between camera positions.



The driver's seat view is the most realistic and most challenging. The middle position gives you some of the benefits of both other views. The distant view is higher in the air and gives you a better picture of what's coming up the road ahead.

# ON THE ROAD

Each leg of the race runs through distinct territory. In *Crista's Mode*, you'll race through several stages in each region. You can also race on ten of the road courses for practice or to set time records.



## GOLDEN STATE

The rally begins in California, north of San Francisco. The first legs take you into the city, then through the Redwoods and down to Hollywood and L.A. From there, you head across the desert toward the Midwest. Most drivers will have the most trouble in the forest because of its cruel number of sharp turns.



## ARIZONA TO SOUTH DAKOTA

Landmarks such as Mt. Rushmore rush by as you floor it on the relatively straight and wide highways on the long stretch between the desert southwest and the Great Plains. You'll have plenty of passing room on the shoulders except where the Grand Canyon keeps you wedged onto the roadway.

## CHICAGO AND IOWA

The Windy City may have a nice, wide freeway, but once you get into the tunnel and beneath the tracks of the El, you'll find that this course is as tough as any across the country. Once you get into Iowa, the country roads become narrow and winding. One thing you won't have to worry about is cows wandering onto the roadway. This version eliminated the Hamburger Highway.

## APPALACHIA TO D.C.

The final legs of the rally take you through the green hills of Appalachia and on through Maryland to Washington, D.C. The hill country has dips, twists and narrow

roads that can make passing a nightmare. The nation's capital boasts inspiring sights and heavy traffic. This is the end of the road, but a surprise awaits impatient drivers.



## MORE WHEELS

Cruise 'n USA doesn't limit you to the four cars listed on the previous page. If you know the drill, you'll be able to slide behind the wheel of three other beauties: a jeep, a police car and a school bus. They may not seem like world-class sprint champions, but each of these cars has built-in advantages, like the jeep's tight grip. At the time of this preview, the development team at Williams was just finishing up, but they may have had time to include even more secrets. We'll cover that in an upcoming, complete review. Until then, keep your engines running.



# ROCKING WITH TUROK

DINOSAUR HUNTERS KNOW HOW TO PARTY

The ultimate hunt begins this fall when Acclaim's first Nintendo 64 title, *Turok: Dinosaur Hunter*, is released in North America. Nintendo Power stepped into a world of stalking velociraptors and cold-hearted aliens, then we talked to the man behind the curtain.



## BAD TIMES IN THE LOST WORLD

*Turok: Dinosaur Hunter* for the N64 steps out of the pages of the Valiant comic books like a conquering hero bigger than life, tougher than a squad of nail-chewing raptors, flashier than a nuclear explosion. Acclaim's development team at Iguana Entertainment hasn't held back, and more is on the way. The unfinished version received at Nintendo Power includes about half of the game. When *Turok* is completed this year, expect intense action, animation that almost breathes with realism and an open, 3-D game world to explore. The arsenal of shooting devices could supply an armory division. You get to fly and tug buddies with everything from chargers to plasma blasters. The action arenas cover as much as a virtual square mile and include prehistoric forests, interiors and exteriors of ruins, and warp zones that transport you across one locale to another. Nintendo Power's (P)





action consists of blowing away dinosaurs and aliens, the game also lets you to hunt down keys and thoroughly explore each stage. In *Turok*, DH, you feel as if you're in control, at least as much as a person who is hiding from raptors can feel in control. At some point, you'll have to find all of the gods' keys. But, in the mean time, you'll be able to move around and explore new areas, even when you're not really ready for them, which should make for some interesting challenges.

*Turok's* mission in this shoot-'em-up involves tracking down the pieces of the Chronoscepter, a device that can bridge the gap between the Lost World and the other dimensions of the universe. If the Campaigner finds the scattered pieces of the scepter first, he will be able to dominate all of time and space. This would be a very bad thing. Unfortunately, the Campaigner knows that *Turok* is out to stop him and he has sent his toughest troops out to thwart the cross-dimensional hero. During much of the game, *Turok* is the prey, just trying to stay alive while searching for the pieces of the Chronoscepter. Sound intense? *Turok* DH definitely has all the moves of an action flick starring Arnold or Sly. The only differences that you got to put yourself in the picture.



## WEAPONS TO DIE FOR

The first thing players will drool over in this game is the awesome arsenal of weapons. In *Doom*, players survive by collecting over more powerful guns as they progressed in the game. *Turok* goes even further and survival is even tougher. Some of the weapons must be found while others will be your reward for destroying a boss character such as Longhunter. Fourteen weapons were included in the incomplete version of *Turok* that we played here at Power, but Dave Christoblet, the *Turok* Product Manager at Nintendo, wouldn't let us see the complete arsenal of weapons available in the game. Right now, the list includes a hunting knife, a tomahawk, a pistol, a rifle, two rapid fire automatics, a rapid-fire blaster, a flamethrower, a grenade launcher, a ring blower, a missile launcher, a plasma beam, and a nuclear grenade. The weapons and their stats look...

...like the mechanics of using them is cool. *Turok* gives the player almost complete virtual control, allowing them to aim 360° horizontally and through more than 90° of vertical rotation.

## WEAPONS



## DINO-MOTION

Some of the loudest gasps of admiration (and fear) will result from the sight of the dinosaurs in *Turok: DH*. The animation is flawless. You would think that Iguana had sent a team of motion-capture experts back to the Jurassic era to share the motion data used in the game. According to Dave Drendelber, however, nothing as complicated as time-travel was necessary. "We just had very talented people working on the animation. One of the things that helped is that all of the characters are properly jointed at the wrists, knees, tail, etc., which helps to get rid of the stiffness you normally find when animating polygon characters." These critics are staggeringly realistic. Each of the 15 enemy types in *Turok: DH* is composed of between 500 and 600 polygons and is texture mapped with highly detailed surfaces. Even in death,



The Turok team at Iguana Entertainment.

## MISTS OF TIME

Looking beyond the fire power in *Turok*, players will notice the incredible environments in which the action takes place. The all-pervasive mists that surround you actually achieve two goals. First off, they give the world a steamy, jungle-like atmosphere. You never know what might appear in front of you, so there is a heightened sense of danger and anticipation, which is fulfilled when the shadowy shape of an enemy slips out of the fog. The second achievement of the misty interiors is that

the fog hides the edges of the world. One of the challenges of creating a realistic 3-D exterior environment is what to do with the edges of the world. By cloaking everything in mist, the Iguana team has disguised the limits of *Turok's* domain. That isn't to say that the game is limited. The misty scenes of *Turok: DH* cover an entire

ground, some of it outside with ferns and palm trees providing cover, and some of it inside ancient temple mazes where you must duck your head to pass beneath stone arches or jump to reach high platforms. The level of detail in the spaces and trees is exceptional and the layout of the terrain keeps you on your toes. For instance, if you follow a river to the edge of the plateau, you will find yourself head-down, knowing of the edge of a cliff where a waterfall tumbles into the mist.





# CLASSIFIED INFORMATION

0628 6211 4842 0660

MEMBER IDENTIFICATION #



## Gargos Rule!

As a follow-up to the Gargos code that we printed last month for the Kl 2 arcade game, here are the control sequences for Gargos's special moves and endings. Enjoy!

**Slash:** Down, Toward, Down/Toward + FP

**Flame:** Down, Down/Toward, Toward + QP

**Shoulder Charge:**

Down, Down/Back, Back + MK or FK

**Jump Rake:**

Down, Down/Toward, Toward + FK

**Fly/Land:** Up + FP and Down + FK

**Fireball (While Flying):**

Down, Down/Toward, Toward + P

**Combo Breaker:**

Toward, Down, Down/Toward

**Laugh:** Down, Down/Back, Back + FP

**End:** Down, Toward, Down/Toward + FP

**End:**

Back, Down/Back, Down, Down/Toward, Toward, Back, + FK



Hold Up and press 3, 2, 5, 6, 2, 1, 4 and 5 on the player select screen to access Gargos.



The one that is just right for the last barbecue of the season.



## Extra Teams and Super Powers

All of these codes, with the exception of the Extra Team code, are activated on the batting screen while the game is paused. The effects last for the remainder of the inning.

### Extra Teams

After you complete a full season, press A, B, X, Y, Up, Down and Select on the Title screen to access hidden teams. The longer the season completed, the more teams you'll have to choose from.



### Slow Ability

Press A, Right, Down, Left, A and Down to maximize your team's abilities in all areas. This works whether you're batting or fielding.



### Slow Down

Press Left, A, Right, Down and Y to slow the opposing team to a crawl. This works whether your opponent is batting or fielding.



### Random Pitches

Press L, Y, A and Right while batting to make the opposing team's pitches become random. For example, if the opposing pitcher throws a fastball, it may come out a slider, a curve, etc.



# SPAWN

## Stage Passwords

Todd MacFarlane's demonic avenger comes to video life on the Super NES, and we have the passwords up through stage eight. Get out there and show the Violator who's boss!

Stage 2: 09953D1D  
Stage 3: 4H253DGF  
Stage 4: 4CC138CF  
Stage 5: 0C4F45BH  
Stage 6: D31551FG  
Stage 7: 09BF596F  
Stage 8: DB8D9B4H



Enter these passwords in normal



This is the superhero who doesn't pull his punches!



## Where No One Has Gone Before

Well, there are probably a few "enterprising" gamers who have made it through these stages before, but in case you haven't, here are all the passwords to Star Trek Generations: Beyond the Nexus for the Game Boy.

Stage 2: harriman  
Stage 3: demora  
Stage 4: soren  
Stage 5: veridian  
Stage 6: ogawa  
Stage 7: farragut



Will you leap ahead to the 23rd or the 24th century?



Doesn't he say it? "Hello, come aboard to capture 234 mark 336...reaper!"



## Stage Select

We've been very remiss in our duties by not printing the stage select code for the Game Boy version of KI. As you might expect, it's very similar to the stage select code for the Super NES and arcade versions of the game: Press Up or Down and A, B, Select or Start on the Y's screen.



Try different combinations to see where you end up.



There are eight stages in all to choose from. Fight on!



## Bonus Games

Martens Max fancies himself some sort of movie mogul, and Buster Bunny is out to stop Max from reliving the movie business. If you'd like to practice the bonus games before you jump into the action, hold Down and B and press Start at the main menu.



You can choose from any of the special bonus games.



If this looks up, you'll never make the Dream Team.





## Passwords Galore

There are hundreds of ponderate puzzles out there that have been hankering for Tetris Blast passwords. We have a motherfucking lot of them for you, so blast away!

- Stage 2: ZFFFJJJF
- Stage 3: B/MMLLKB
- Stage 4: XSDDGGDM
- Stage 5: KCWGLLHK
- Stage 6: VG.LJJDM
- Stage 7: K.TDOGMF
- Stage 8: XZSCDDKK
- Stage 9: DFMYLDD
- Stage 10: YGCPDDHL
- Stage 11: GVMYLLCJ
- Stage 12: V/JVDDGK
- Stage 13: CJXTBBFC
- Stage 14: IL.YLKKL
- Stage 15: LXWTBMMB
- Stage 16: VSRPDDCH
- Stage 17: KBCDTFDF
- Stage 18: XDFQYKJF
- Stage 19: FICDTFCM
- Stage 20: TTGHPMJB
- Stage 21: DBVGYKGD
- Stage 22: JRCRCKB
- Stage 23: CY/BPMHF



Enter these passwords in screen.



We've gotten you this far, but the rest is up to you.



## Weapon Upgrade

This is the only trick we've discovered so far for Doom. Get the Chainsaw in the Nuclear Plant (Stage 2), then fire off all the ammo for your best weapon. If you hold the fire button as it empties, your gun will upgrade to the next weapon.



This trick is arguable, and you may scroll back to the Chainsaw instead.



Some weapons have limited ammo, and the new weapons may vanish if you scroll past it.

## BASS Masters CLASSIC

### Bass, Anyone?

For you bass aficionados, we've booked another juicy BASS Masters Classic: Pro Edition password. This one takes you to the final day of amateur competition on Lake Calabasas. Gentlemen, tie your heels!

### Lake Calabasas, Day 3, Amateur Circuit:

0LPBBBLLB  
BBLKF4TFW  
N8PGBBBBGB



This will take you to the final day on the toughest lake.



You can have all the fun of bass fishing without the mud.

# CLASSIFIED INFORMATION



## Kombat Kodes

We printed a few Kombat Kodes in past issues, but we've decided to put together a complete list for your convenience. In case you're not familiar with these codes, here's how they work. Kombat Kodes produce varied special effects and are entered on the Vs. screen in a two-player game. The sequence of numbers represents the number of times each player must press the Y, B and A buttons before the Vs. Screen fades. The first three numbers are for Player One, and the second set of three are for Player Two. For example, the invisibility code is 449-449. This means that Player One should press Y four times, B four times and A nine times on the Vs. screen. Player Two should do the same. If you want to limit the damage you inflict on each other and disable the timer, press Y four times, B three times and A two times on Controller I, and press Y two times, B three times and A four times on Controller II. If there's a zero in the sequence, that button doesn't need to be pressed. Since the screen fades quickly, you'll have to press the buttons simultaneously. The code sequences correspond to the symbols at the bottom of the Vs. screen, but we've found that going by the numbers is less confusing for most players. There is no knowledge that is not power!



It may take several tries before you enter a code correctly.



We protest! Do you really expect us to fight under these conditions?

Invisibility: 449-449  
Quick Uppercut Recovery: 688-688  
Auto Health Recovery: 012-012  
Minimum Damage, No Timer: 432-234  
Invisibility Power Bars: 987-123  
Uppercut To Next Level: 221-557  
Switcharoo: 460-460  
Unlimited Run: 466-466  
Auto Tourney: 989-898  
Player One At Half Energy: 033-000  
Player One At Quarter Energy: 707-000  
Player Two At Half Energy: 000-033  
Player Two At Quarter Energy: 000-707  
Winner Fights Smoke: 205-205  
Winner Fights Shao Kahn: 033-664  
Winner Fights Motaro: 969-141  
Winner Fights Noob Saibot: 769-342  
Hyper Fighting: 191-191  
Psycho Kombat: 985-125  
Dark Fighting: 688-422  
Disable Combos: 999-995  
Disable Blocks: 020-020  
Disable Throws: 100-100  
Disable Sweeps: 091-293  
Max Fatality Time: 955-955  
One-Button Fatalities: 944-844  
Play Slots: 987-655  
Play Mini-Game: 642-468  
No Fear Message: 282-282  
Flippers Message: 987-656  
Power Message: 123-826  
View Credits: 120-120

Experts, shmeExperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the poor codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

**Nintendo Power**  
Classified Information  
P.O. Box 97033  
Redmond, WA  
98073-9733



In Titus's new one-player action game for the Super NES, you'll journey to a future earth where advanced technology, ancient myths, and extinct creatures all coexist. But first, from being a right-wing extremist,

the trap into *Realms* gets you against the truly monstrous intergalactic and folkloric fiends that roam the strange and labyrinthine land.



# REALMS™

## LEVEL 1 WOODS OF WONDER

In a deep and sunlit forest, a young cyborg named Biomech begins a mission to rid the world of menacing aliens. The forest's birds of prey, fiery sprites, and flying fiends are only minor irritations to Biomech. Make sure you nab the AD350 (with its heat-seeking ammo) that sits at the start of the stage. It's bound to become Biomech's best buddy in *Realms*!



LEGEND

AD350



AD350



### WHITTLE AWAY

Nature lovers may object to bloodshed. This grumpy old tree, but it certainly doesn't seem to have any qualms about taking down Biomech. Use its handy whittling AD 350 to perform some precision tree surgery on this creepy oak.



Well, you don't need to use the AD350. Just focus all your attention on avoiding the tree's treacherous attacks.



Shoot at the crystal to release a large pile of ammo and a few extra shields. Grab 'em fast or they'll fly away!

# FOREST OF FEAR

After Blam-Lah has destroyed the trees, a storm rages over the forest and the level becomes a much harder and more interesting. It's time for your trusty ADSD to fight off foes and collect coins and start your way to the king, your shield and chain from a long time ago.

When you see Blam-Lah's shadow moving along, you'll know he's coming. He'll be ready to kill.



There, an ADSD for some enemies if you're strong. You will be with enough coins to buy a shield from the king.



There's a lot of enemies in the Forest of Fear. You'll see them all if you're strong enough to buy a shield from the king.



There's a lot of enemies in the Forest of Fear. You'll see them all if you're strong enough to buy a shield from the king.



There's a lot of enemies in the Forest of Fear. You'll see them all if you're strong enough to buy a shield from the king.



## DEFEATING THE DEMON

The demon that you can do some damage, but he's also easy to beat. When you first find him, he'll be standing to the right. Whip and your ADSD and fire off some rounds before he begins his offense. Keep going as he towards you to the left. You jump as just as he lands and launches a fireball. Now, run over his feet to avoid the heat of his lightning bolts. If you're kept up your fire, he'll be just about finished.





## LEVEL 4 HIGHER REALM

Leaving the depths of the hidden, beneath your vision to the side, the battle begins. The shielded, angel-shaped wall is first under the constant barrage of fire, but because the shield has only a few big slings, it's crucial, controlling Michael's shielded wall, just remember to keep an eye out for crystals to use when they're far and far between.



Now it's time to use the shielded wall. Remember, if you find the LCB, it's a good idea to use it.

Remember, the shielded wall is not invincible. It's a shield, not a wall. It's a shield, not a wall. It's a shield, not a wall.



Be wary of those pink and purple worms. Not to play to become a true battle hero, with your shield.



### BATTLING THE BLAZE

The level's final fighter has a final battle plan. He'll head to the deck to build up his flames and then fly skyward and release two fiery pots. Since he's only well-protected by his dragons when he's flying, try to hit him when he's down.



The fiery dragons come back, so remember to use them when they're in flight.



If you can't beat this flying, it's a powerful level. Wagon, which is difficult to aim at an angle.



### A MECHANICAL MARAUDER

Even with the best of this walking weapon only by attacking, it's a sight to see. Get in close to take out its top gun, then quickly head to higher

ground. If you can eliminate its mid-level weapon, the next's mid-level will be your only worry.



Copy



You can only destroy the mobile mechanical by using your attack. So the mobile is a good option.

## LEVEL 5 A MAZE OF MECHS

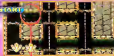
The last level of *Raiden* is nothing less than an almost surreal take on the earth's congested cities. In some ways, this 300-megabit mission seems almost like a remake of the very thing that the stark and dangerous environment of this high-rented while driving north slowly and "sided" a small array of massive machines. If you are, indeed, the way toward the boss's large blunderbuss of levels, without getting, possibly lost, you should find a way through the maze of the city.

### CRUSH THE BIG CRAWLER

To keep this madman from crawling away from under his heavy legs, you'll have to keep his body kept up. You can get some good shots in with an AD150 while you're being shoved along the length of the floor, and if you find that he's a right between the crawler's legs, you should find a way to get him before your shotgun gets worn away.



### START



These little droids may not look like much of a threat, but they can easily deplete Bomarch's defenses with a single shot. Remember: He who fights and runs away lives to fight another day.



If Bomarch decides to fight his way down this dangerous and well-defended corridor, he'll see fairly fast action when he finds only an enemy command unit and



These laser-spitting spiders take a lot of ammo to demolish, so rather than fighting Bomarch a better off fighting with all the bullets and shells he can get from the crystal.

### FILL'ER UP





Don't be over-riding for the plasma balls, particularly close to either one of the smaller boys. You'll have to jump over one all kinds of times, but the other will eventually fly.

### FILL'ER UP



### A FINAL FACE-OFF

Whether this glibly named knows it or not, he's about to meet his match in Blamech. Our hero will have to make the most of the mechanical fight, if he exploits the mega-mech's major flaw: it's practically immobile.



Follow the suit with a jump over the mech's head. The mech's head is protected by a shield, so the mech can't attack you. It's a good idea to use the mech's head as a shield when it falls back, so it's impossible to get a hit on the mech's head.



Nintendo Power continues its review of Kirby Super Star, a 32-Meg battery-backed Pak with nine different games sandwiched within its microchips. This month we cover The Great Cave Offensive and Revenge of the Meta-Knight, two of the largest, side-scrolling adventures found inside the cartridge.

# KIRBY SUPER STAR

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## THE FUN GOES ON

Each game in Kirby Super Star is ranked one to five stars, according to difficulty. The Great Cave Offensive and the Revenge of the Meta-Knight, two of the tougher games in the pak, are both ranked four stars. You must complete both of these games to go on to the hardest challenge in the game, the Milky Way Wishes adventure. If you get lost during your journey, consult the maps in this review and on the back of this month's poster.



## THE GREAT CAVE OFFENSIVE

It's the biggest treasure hunt in Dream Land! Go for a high score as you try to find all 60 treasures hidden inside the Great Cave. This adventure may take several hours to complete, but you can save your progress throughout the maze.



Your adventure begins here. Don't worry about the gray stone blocks. You'll blow them apart when you reach the end of the game.



Push these leafy flowers down twice and knock off the head of the stone statue to reveal a secret cave! Inside you'll find an underwater chest containing the Gold Coin.



Don't destroy the middle bomb block, or you'll never pick up the velvet Whip. After you open the treasure chest, proceed right to the Secret Cave's main entrance.





## WARP TO 1



If you're stuck between the sliding doors, drop down through the floor, and the exit will drop right.



## SAVE POINT



Break the bricks in the chamber room left for one power-up in the swirling blocks to reveal your prize.

Use your Cutter to clear the rope supporting the platform. At the bottom of the pit you'll find some food.

Break the statue blocking the underground pass, so you can hop to the platform and open the treasure chest.



If you find some chests, break them, but avoid the spikes. Break the statue to reveal the treasure.



## PICK A POWER



## WARP TO 2 (PAGE 52)



This barrier won't stop Kirby if he has the Yo-Yo shot. Hit the switch and collect the three Krackles.

## KIRBY WIND



Use Kirby's Super Star as a Blade Kirby can defeat the enemies to reveal.

## MINE CART



Kirby is invincible while riding in the mine cart. If you leap out, you'll have to fight your way along the tracks.

## KIRBY COUSTEAU



If you dive deep enough and use your Water Gun to blast a path, you'll discover a T-Rex and the Quack Slippers.



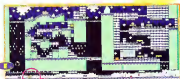
## SAVE POINT

TO D

TO E

TO A

PAGE 52



## POPPY TO



Poppy Bros. are tough. If you can hit them with a Super Bomb, you'll find a reward near the end of the level.



Strong water currents sweep the cavern floor. If you swim against the flow, you can drift left and pick up the 100 Dollar Coin.

FROM  
PAGE 51



## BOG BUNNIES



The Koopa hides in holes away from the main path in the castle. Load the mushroom box as you'll know when it's your turn to attack.



When you see a Koopa in a hole, you can see it on the screen. The Koopa will work just against the 50 seconds that you have.



If you jump from the blue crystal cave, you'll end up in the secret room. Here you'll find the fossil treasures.



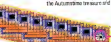
A Koopa in a hole is a Koopa. When you jump from the hole, you'll see the Koopa. You'll see the Koopa. You'll see the Koopa.



Jump down the hole to pick up the extra goodies, then leap on the platform for a quick ride above the spikes.



Enemies might hammer you, but if you reach the chest before he does, swallow up the Automa treasure and run.



Release the bouncing spikes by removing the left and right star blocks, then spring up and take the Star. Here.



## PAGE 53

Lunge right as soon as you enter this room so you'll have just enough time to find the Mammalian treasure.

SAVE POINT

TO C

## PAGE 53



When you bounce the star in chains, you'll find the treasure chest in the upper right corner.



This treasure room is filled with Super. If you can reach the chest without waking one, you'll find the Sabon.





The Hammer is one of the few items you can use to break through the cracks in the wall.



WARP TO 6



You need a Hammer and a Hammer to enter this tower. Enter the tower from the top. Cut the rope and pass above the post.



WARP TO 7 (PAGE 57)



With the system built in your mind, go to the top of the spiral chamber. The King's Caps to make the chest.



CHOOSE YOUR WEAPON



CHAMELEON

The Chameleon is a very useful, but if you use it, you will lose your weapon.



WARP TO 4

Explore all of the exits leading outside the town towers to discover the Model Ship and the Sun Ring.



HAMMER TIME

You must have the Hammer to pound down the post and demolish the wall, then you can enter the elevator room.



FALSE CEILING

Turn this block 90 degrees and move until you reach the ceiling. Attach to the ceiling, then you can reach the top of the wall.



AQUAKIRBY



You need a Bouncing Leg helper to light this underwater fuse. Slide into the cannon barrel before it fires.



TO A  
PAGE 54



# REVENGE OF THE META-K

Not every diabolical plot in Dream Land is hatched by King Dedede. The evil Meta-Knight is terrorizing the countryside with his mechanical floating fortress. Kirby must find a way to destroy the ship and end the reign of terror.



Some cannons in the game are invisible. Use this magical fruit, then quickly jump out of the line of fire.



Avoid the road of spikes and beat by taking the shortcut above your head. Just float through the hole.

Dispatch the Bomber Brothers, then copy their Hammer skill. You'll need the Hammer to finish the stage.



Don't forget to use the Bomber's double bombs, then use your Hammer to break through its thick armor.

Detonate the bombs beneath the bridge to find the secret supply room. The room is filled with food.



Pick up all the food floating around in this section of the ship. You'll need the strength as you fight your way to the Meta-Monster.



If you have the Yo-Yo skill, you can rip the hinges of the door leading to the secret room in the ship.



# NIGHT



## ROUND ONE

This gaudy warrior will ring Kirby around while you're down on the ground. If you lose the battle skill, blast him from a distance.



Use the Fire skill to shoot your way through the underwater explosions blocking your path.



Copy the Fire skill to light the fuse on this cannon, then hop down the barrel and shoot into the next stage.



The ship is starting to fall apart. Pick up the treats left behind on the deck, but be sure to watch your step.



## THE REACTOR



Break the enemy into three at the reactor. Stand in front of the reactor and use the Fire skill to blast him, then jump out of the Warp.



## GUARDS



Watch your Mirror Knight. Similar to the one you saw in the last stage, he'll use the Fire skill to shoot you.

hell, off in last



## ENVIRONMENTAL IMPACT

The look-up-the-evil-bat-in-a-forest-like-forest-like. Concentrate on training and love before you can the other love to love.

Kirby climbs faster than his...  
...and stay in this...

## AMBUSH!

For a Mario who...  
...you don't have a...  
...your tricky...  
...your...  
...your...  
...your...

## LOBSTER DINNER

Heavy Lobster is back for a...  
...the...  
...the...  
...the...  
...the...  
...the...

## THE META-METAL

What secret...  
...Meta-Knight...  
...the...  
...the...  
...the...  
...the...

Like...  
...Meta-Knight...  
...the...  
...the...  
...the...  
...the...

Meta-Knight...  
...the...  
...the...  
...the...  
...the...  
...the...

THE END

# TUROK

DINOSAUR HUNTER

TM









**COMING SOON TO THE  
NINTENDO 64 FROM  
ACCLAIM ENTERTAINMENT**

**NINTENDO**  
**POWER**

## FROM PAGE 57



This section of the maze is staged by a red cloud. Use the Jet on its against the giant bosses.



SAVE  
POINT



It's not clear the Jet is able to reach the 1 up. Get the ring next to it instead.

On the trap, use the sword. Don't move out the Jet left platform. When you reach the treasure chest.

After you open the treasure chest, use the Jet to reach the 1 up. Use the sword to reach the treasure chest.



## BIG BUG

The Big Bug is a giant boss. You can use the Jet to reach the 1 up. Use the sword to reach the treasure chest.



## STONE SLAP

This is a very difficult boss. You can use the Jet to reach the 1 up. Use the sword to reach the treasure chest.



Push the right switch to open the treasure chest. Pushing the left switch releases the enemies.



If you take your time on the platform, you'll be rewarded with the Power Star at the top of the chamber.



Grab your breath to slow your fall or you'll lose the treasure chest waiting at the bottom of the hole.

## AFTER THE FIGHT



## RIDE ON THE STAR

You're back at the beginning of the star and ride off to the rolling road to



Use your Jet skill to determine all but the lowest bomb in the attack to claim the Xross Fire treasure.



You'll need a Jet skill to light the fuse of the center cannon. Try the center cannon first.

## THE END



You need the Crush skill to open the door. Smother the exploding enemy directly above Kirby's head.



Into the dark tunnel, use the Jet skill to light the fuse of the center cannon. Try the center cannon first.



## WARP TO A



# EPIC CENTER

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- **Epic Strategies**  
Page 66

## SIMS AND STRATEGY

**T**his month, Epic Center covers two games that fall outside the realm of straight RPGs, but both games offer plenty of challenge and interest. It may come as a surprise to many



SimCity

gamest, but SimCity has been a great success for the Super NES. Quietly, over the years, this remake of the Maxis classic has sold well over a million copies around the world. This month, Nintendo will rerelease SimCity as part of the Players' Choice series of games for an MSRP of \$34.95. That's an incredible deal. The reason for this is that the scope of the game is limited only by your own imagination.

War 3010: The Revolution from Advanced Productions bills firmly in the category of war strategy games. Like its board game predecessors, War 3010 concentrates on the manipulation of combat units, which you move and send into bat-

tle. Since each unit has unique capabilities, you must deploy them strategically, backing up some units and matching your attacking units with enemy units according to their weaknesses. Each scenario presents clearly defined goals—just the opposite of



Civilization

the play in SimCity—but within the scenarios you have the freedom to move your ships and attack however you want.

If you find that you like both of these types of games, you might want to hunt up a copy of Koei's Civilization. This game has been released for a little less than a year, but already it can be considered a classic. The play includes the freedom to establish and build your own cities as in SimCity plus the strategy of moving combat units around the territory for defense or offense.

In these difficult days when new RPGs are so hard to find, a few good games such as these can keep you going for a long time. Open, creative play makes for an incredible deal. Instead of talking about the game taking 80 or 100 hours, the time is almost limitless.

## LUFIA II ARRIVES (AT LAST)

**Y**ou saw the reviews of Natsume's Lufia II here several months ago, but Epic fans have had a long, hot wait over the summer with no sign of

the actual game. As you read this article, though, Lufia II should be arriving in the stores. Repeat! For anyone who may have missed the early reviews, Lufia II mixes RPG and Zelda-like adventure action into one of the strongest copies of the last few years for the Super NES. Players will find puzzles, live action battles, quests, RPG-style menus, a trove of weapons and items



Lufia II

and at least 80 to 100 hours of adventure. There's even one dungeon with 100 randomly changing levels on it. For full, strategic coverage of Lufia II, look back to your May and June issues of Nintendo Power. We'll be including more information in future Epic Strategies columns, as well.

## SIMCITY 2000: BREAKING NEWS

**T**his is from Calabasas, CA, Black Pearl informed Epic Center News editor that they have finalized a deal to bring SimCity 2000 to the Super NES in North America. In Japan, SimCity 2000 was released by Imaginer for the Super Famicom. Players for city builders have far more flexibility in SimCity 2000 and more types of facilities to build, including subways, water systems, military bases and giant ecologies. You can even custom-shape the landforms with hills, lakes and rivers. SimCity fans will be in heaven. Black Pearl hopes to release SimCity 2000 in late October or November. More later.



## URBAN RENEWAL WITH SIMCITY

SimCity for the Super NES first appeared in 1991 and became an instant hit in Japan and North America. The popularity of the game came as no surprise to Nintendo, because the previous computer versions of SimCity from Maxis were widely heralded as some of the best games ever. This month, Nintendo relaunches SimCity as part of the classic Players' Choice series. What makes Sim-City so appealing is a combination of the realistic 3-D view of the city and the player's total control over everything in it. You can create and you can destroy. You can even try with the sim citizens who live in your town, setting up experiments to see how they react. In the years following the introduction of the first SimCity for the Macintosh back in 1989, many so-called god-games have tried to duplicate the magic of SimCity, but none have done it better.

# SimCity

## MILLION DOLLAR MAYOR

If you want to get off to a great start, how about putting \$999,999 in the bank? Here's how you do it. Begin by spending all of your money. Make sure you build at least one unit like a Police Station that requires funding and reduce your tax rate and funding levels to 0%.

At the end of the year, when the tax screen pops up, hold the L Button and exit the screen. Still holding the L Button, press X twice so the calendar shifts to January. Now, bring your funding levels back up to 100%, but leave the tax at 0%. Exit the tax screen and release the L Button.

	Rate	Funding	Level
Police	0%	100%	100%
Fire	0%	100%	100%
Education	0%	100%	100%
Health	0%	100%	100%
Waste	0%	100%	100%
Police	0%	100%	100%
Fire	0%	100%	100%
Education	0%	100%	100%
Health	0%	100%	100%
Waste	0%	100%	100%

# THE GIFTS THAT KEEP ON GIVING

Dr. Wright pops up when things go wrong with your city. He also tells you how you can correct the situation.



When you're doing a good job, Dr. Wright also likes to let you know. You can check with the good doctor at any time by activating his icon in the monitor.



## WHEN THE CENSUS PAYS OFF

### YOUR HOUSE

As the mayor of SimCity, you'll earn yourself a low-tax estate once your village becomes a town of 2,500 people. Locate four houses in other neighborhoods. They will flock to live in such a popular locale.

### BANK

If you run late on cash, SimCity Savings and Loan will float you a line of credit to the tune of \$10,000. Of course, you'll have to pay it all back over the next 20 years, but in the meantime, your downtown continues to grow.

### ZOO

The Zoo gift will enhance any residential neighborhood and provide \$100 in revenue to the city bank account. Plus, the Zoo helps dense residential areas and watch the apartment buildings reach the highest level of development.

### CASINO

Placing the Casino adjacent to commercial zones is a good bet. You'll earn \$100 every year from the Casino, but you'll also increase the amount of crime in that area of the city. The trade-off is worth it. Just build another police station.

### AMUSEMENT PARK

SimCiti seems to like Ferris wheels and rides as much as real kids. If you place the Amusement Park near a residential neighborhood, the buildings will reach higher levels and you'll earn \$100 per year.

### POLICE HQ

Once you build six regular police stations, you'll receive a Police Headquarters building. The facility controls crime over a large area but costs you \$100 per year. Build this in a high crime, industrial area.

### FIRE HQ

The Fire HQ provides wide fire coverage but costs the tax payers \$100 every year. Since one fire station is adequate for any city, you might think twice about spending the extra money for this unit.

### BIG PARK

The Big Park boosts the growth and property value of any adjacent zones and earns in \$300 every year. You'll receive several of these parks throughout the game if you build lots of little parks.

### WINDMILL

The Windmill is a gift from your sister city in Holland. Place it next to commercial zones to encourage their growth. You'll earn more tax dollars and raise land values in the area.

### TRAIN STATION

The central Train Station helps ease traffic problems by making your train service more efficient. Place it in the commercial district to help nearby zones reach the highest level of development possible.

### EXPO

The Expo site should be placed between industrial zones. Your tax revenues will increase and nearby industrial zones will rise out. This is one of the few gifts that helps industries.

### SCALE MODEL

The Scale Model lets you take a quick look at your city. You can access the model on the information screen. Then scroll about the miniature version of your city, just for fun.

### FOUNTAIN

The Fountain benefits any location in your city and helps the adjoining zones reach their full potential. The Fountain increases your tax take by \$100 each year and costs you nothing in return.

### LANDFILL

The Landfill allows you to fill areas of water to make new land. You can place any type of unit on the new property to help your city grow. As you fill up existing areas of the map, you'll receive new Landfill gifts.



# MAKING THE MOST OF YOUR CITY

## WRONG



Check with the Information Screen to see if you are having problems. This map pinpoints exactly where things have gone wrong.

## RIGHT



In the following pages, you'll learn how to maximize every zone in your growing city. Although some of the strategies may seem like tricks, they are all based on the way the game reacts to different zones and effects. As the mayor of SimCity, you build zones for industrial, commercial and residential use. How these zones prosper depends on how attractive you make them. If you know how each type of zone responds to things such as crime rates, property value, traffic and pollution, you can create the ideal setting, ensuring high growth rates. The information screen helps you track the effectiveness of your changes, so you can use it to see if your strategy is working.

Dr. Wright lets you know when you've reached a milestone in the growth of your city.

Like all cities, your SimCity needs power to prosper. Your first job as mayor is to choose a site and build a power source. The coal-burning plant may be cheap,

## BREAKING GROUND

but in the long run it produces too much pollution. The best choice is the nuclear power plant. Locate it on an island or isolated point of land to minimize the effects of a meltdown, should one occur. After that, you'll need an industrial zone for jobs and a residential zone where people can live. You also need to connect each zone using power lines and run a road or railway track along one side. Remember, no zone is an island.

## THE OUTSKIRTS

### DOWNTOWN



It's usually best to concentrate the dense growth of residential and commercial zones at the center of your city and put polluting industrial zones on the fringe. You can also use a neighborhood approach, breaking your city into self-contained villages.

Since pollution makes its way from a source such as a factory or coal power plant, it's best to locate these zones on the edges of townships. If the pollution will be distributed outside the border of your city where it doesn't affect your city's growth

## PLANNING AHEAD

You need to make the most of every acre in your city. For instance, place eight residential zones in a three-by-three square, leaving the center open, then drop a gift such as a Large Park into the hole to produce four top-level apartment complexes in the surrounding zones. The same strategy works with commercial zones. Try the other strategies listed below.

## YOUR HOUSE



Do the doughnut trick with four Houses. Drop the entrance into the center of a ring of residential zones to encourage those zones to top out. Zones that border on your House have the best chance to max out.

## PUBLIC ACCESS? NOT.



Most gifts work just as well with or without a road or railroad leading them, but they do require power. If you surround a gift with zones, all of those zones will benefit from the positive effects of the gift.

## WHAT'S WORKING



Peep into the information screen to see if your strategy is working or use the magnifying glass. The Info Screen can show you high property values while the magnifying glass reveals which zones are flourishing.

## WATERFRONT



Waterfront property is particularly valuable because you can build over it, gaining precious acres of land from the shore. You can place a zone or building with one edge hanging over the water.

## INDUSTRIAL



Pollution and crime are the main, limiting factors to industrial growth. Build parks and outlets of police stations in industrial areas. Large crime don't require as high a percentage of industrial zones as smaller towns do.

## COMMERCIAL



Commercial zones thrive in cities where people have money to spend. Use it to place the commercial bar in the 100 meter bags behind the residential and industrial meter bars.



People traveling to or from work tend to stop and shop in commercial zones are present. The strategy is to place commercial zones on routes linking industrial and residential zones.

## RESIDENTIAL



People like to live in nice, green neighborhoods with lots of amenities such as libraries, parks, and shopping. Pollution, crime, low property values and traffic congestion will limit growth.



People don't like to live so far from work that they have to spend hours commuting. You have to balance good access to jobs in the industrial zones with good living conditions.

## A NOSE FOR ZONES

It's a good idea to have a master plan in mind when you begin laying out your first zones. If you want to end up with a huge megapolopolis, position industrial zones around the perimeter of the map. Inside that, create a ring of commercial zones and place your residential neighborhood in the central area. You won't have enough money to build all the zones at once, unless you use the million dollar option, so build it a slice at a time. Build a few industrial zones near the edge of the map, then run a road toward the center of the map, placing commercial zones and residential zones as you move toward the center. The landform you choose also comes into play. When placing zones in blocks, keep the same types of zones together. Different types of zones that touch will never reach the top status.

## THE MIX

It's important to recognize that every zone, building, road or park affects every surrounding piece of land. For instance, you can reduce the effects of pollution by running parks along heavily congested roads and around factories. Since different types of zones may have a negative impact on each other, it's often a good idea to leave a narrow buffer zone between neighborhoods. Buildings such as the stadium, seaport, airport and police and fire stations all have a special impact on nearby areas and the city as a whole. One seaport services the entire city, providing a boost to industry, just as one airport services a city of any size. In addition, zones close to special buildings also benefit from their proximity. The Gift buildings listed on page 57 also have positive impacts on the entire city as well as their neighborhoods.



## ZOO/RESIDENTIAL



Place the Zoo in a residential neighborhood and watch the apartment buildings grow into towers.

## STADIUM/INDUSTRIAL



The Stadium also helps build up industrial zones, but it causes traffic problems. Run train tracks to industrial roads.

## CASINO/COMMERCIAL



This center also helps build up commercial zones, but crime will increase. Just make sure you have the PD close by.

## LARGE PARK/ANY ZONE



Every zone benefits from having a park next door. The city also earns money from this and several other gift properties.

Industrial zones need high crime rates, so place more police stations in industrial zones and keep your funding high.



## POLICE/INDUSTRY





## PAINS, TRAINS AND AUTOMOBILES

SimCity isn't reality. If it were, you wouldn't be able to destroy all of the roads, replace them with intrastate railways and live to talk about it. In SimCity, however, other than a periodic, whining message requesting more roads, there's no downside to this politically correct (and politically suicidal) solution. If you're bent on building a megapolis of one million sim citizens, just don't build any roads at all. You'll cut pollution and wipe out traffic problems. If you prefer the reality of cars, however, limit the access to the commercial and industrial zones.

### CLOSED AIRSPACE

The problem with airports is that you have these heavy planes constantly falling out of the sky as they attempt to land. If you place tall commercial towers around the airfield, the landing process becomes as brutal as an obstacle course. Eventually, some planes will wind up in your Simflint Tower, which isn't good. The commercial district requires an airport, but build the airport at a safe distance or on an island.



Planes crash. It happens in SimCity just as in real life. Most planes crash close to the airport upon takeoff or landing.

### SAFE LANDINGS



Place your airport near the water, an elevated, or several spaces away from tall buildings.

### GRIDLOCK



Lots of roads lead to a road gridlock. When the traffic becomes a nightmare, wipe out multiple roads to transit.

### TRAINS VS. LANES



Welcome to a world with no single or college town. You've built out roads in every corner.

## SIM RELIEF

Disasters in SimCity come in two forms. The most obvious disasters involve destructive forces such as tornadoes, floods, earthquakes and monsters. The other type of disaster stems from conditions such as traffic congestion or crime. In the case of natural disasters, most damage is caused by fire. You can minimize fire damage by building several fire stations. It's even more useful to contain fires by building surrounding units to make firebreaks. Man-made disasters can be controlled by good planning.

## DISASTER STRIKES



Disaster may strike your city at any time, and you can actively call up disasters in the menu. Tornadoes, floods, monsters, even UFOs have been known to attack.

### FIRE



Most disasters cause fires, and the fires do most of the damage to your city. Keep your fire-fighting force on hand.

### EARTHQUAKES



Major earthquakes destroy buildings and cause fires across the city. Fire insurance is your only hope.

### BOWSER



When Bowser comes to town, he tends to wipe his feet on your buildings. We can't stop him—just mop up after the towering battle.

RESUME SAVED CITY  
PRACTICE  
START NEW CITY  
▶ SELECT SCENARIO

The six scenarios in *SimCity* present crises in sequential danger. You'll have a short period to prepare the city, then you must deal with the disaster.

*SimCity* includes six basic disaster scenarios and two bonus scenarios. In most cases, you must prepare your city by building up infrastructure before a natural disaster occurs. Your dollars will be limited and you'll have a limited time in which to get the city back on its feet. Build infrastructure that help your city survive, such as extra fire stations. After the disaster, your first task is to control fires, then to restore power throughout the city. Use the bulldozer to make firebreaks around fires. In man-made disaster scenarios, use the Info Screen maps to look for the worst areas of crime or traffic.

## BOSTON



But man about to experience the terror of a nuclear meltdown. A portion of town will become unusable when radiation and fires spread throughout the city.

TAX RATE	NEW
Property	0.00
Industrial	0.00
Commercial	0.00
Personal Income	0.00
Corporate Income	0.00
Capital Gains	0.00
Gift Tax	0.00
Estate Tax	0.00
Excise Tax	0.00
Other	0.00
<b>Total Tax Revenue</b>	<b>\$1,000,000</b>

You can manipulate the tax rate to bring in infusion of people back into the city. A low 0% tax rate will encourage newcomers.



Restoring power will be expensive since you just lost a major nuclear plant, but you need power to rebuild the city.



Reduce city expenditures by cutting funding rates after the disaster or eliminating excess roads or fire stations.

## MAINTAINING ORDER

### CRIME

Crime is one of the toughest problems of any city. It may seem as if you have to build a lot of police stations, but it's worth it in order to keep property values high and people moving.



A hands-on mayor will be able to deal with problems as they arise, but you can take care in pre-planning so that your city will run smoothly even if you're away from the game. That is the ultimate challenge. Your city plan should include an efficient transportation system, which means more exits than roads. When you do use roads, keep them straight to avoid creating extra traffic jams. You also need to keep your funding levels high in case a fire starts when you are away. Make sure you build one airport, one stadium and one fire station. If you need people, lower the tax rate to about 5%. For some quick cash, lower your fire coverage for one year. Chances are you won't have a fire in that time.

### CRASH!!!



Airplanes can crash anywhere, but they usually go down near the airport. To lessen the chance of major damage, and pollution from the airport, you should build it on an island or on the map's edge.

### POLLUTION

Pollution is caused by factories, cars, power plants and other sources. Pollution reduces property values and health. Eliminate some or all of your roads and replace them with bike tracks. Spread your industries out and plant parks between them.



### HAPPY SIMS



*SimCity* users want to be entertained if you build a stadium, for instance, they will come. Like stadium causes traffic problems. So next time it's your turn to play the game, next time it's your turn to play the game, next time it's your turn to play the game.

### ROAD WORK



If you reduce the transportation funding on the Fiscal Budget screen, your roads and railroads will begin to decay. It's best to keep the funding rate at 100%.

The world welcomed the aliens with open arms, but the gesture of friendship was soon rewarded with slavery and suffering. Now, in Advanced Productions' one-player strategy game for the Super NES, you must defeat the planet's captors in a final bid for freedom.



# WAR 2010

## THE REVOLUTION

©1994 Advanced Productions Inc.

### HOW WAR IS WAGED

You can give your trigger finger a rest because WAR 2010 is all about tactics. Since you can only watch as the battle sequences are played out on the screen, your chances for success in each of the 15 stages are only as good as your strategy. If you move your ships wisely and exploit your enemy's strengths and weaknesses, you might end up winning the war!



The three main modes of play involve employing maps to make your plans, moving your ships into strategic positions, and targeting enemies for punishment.



### From Salvation to Slavery

In 2041, the Kyllens came to earth with a message of cooperation and peaceful coexistence. A technologically superior race, they set about solving many of the planet's most serious problems. But when people began realizing that the Kyllens were plotting world domination, there was little that anyone could do. Now the year is 3010, and as a lone commander, you must lead a revolt against the planet's oppressors.

Having captured an armada of Kyllen ships, and renaming them after mythological heroes, you are humanity's last chance against the alien menace.



### KYLLEN CRAFT

Because your forces are flying stolen Kyllen warcraft, this guide will show you the strengths and weaknesses of your own fleet, as well as those of the enemy's sizable armada.

#### Achilles



This craft has average shields and weapons. It can move long distances in a single turn.

#### Ara



The Ara is very similar to the Achilles, but its movement range is just slightly smaller.

# FIGHT FOR FREEDOM



Every stage of the war has a unique objective, however they all require elimination of any Kyllen forces that your ships encounter. While your limited fleet is almost always outnumbered, you can use powerful upgrades, unusual atmospheres, and ship-building space stations to your advantage. The real secret to success is exploiting the Kyllen's sophisticated strategies. If you can predict their attack plans, you're well on your way to winning!



## Engaging the Enemy

You'll begin each stage with your guerrilla forces and Kyllen ships gathered in separate sections of space. After you've consulted maps and devised a clever strategy to meet your mission objectives, you and your foes will take turns moving ships and waging war. Remember: Careful planning beats barreling into battle every time!



### Map

Scanning the map of your sector is space lets you locate Kyllen forces, find strategic objects, and get a good sense of mission objectives.



### Movement

Moving your ships is a simple matter of charting a course with a cursor. The distance a ship can move is determined by its particular design.



### Combat

Each type of war craft has a different attack range and does different amounts of damage depending on how near or far it is from its intended target.

## Building and Bettering Your Fleet

You may begin each stage with a limited number of ships, but space stations can be used to build more. Unfortunately, you may often be too busy fending off foes to spend much time building ships.



The Kyllen have upgrades for their ships, hidden on certain planets and in each stage. If you can find them, you'll be better equipped than your enemies.



## Mind Your Matters

All kinds of space matter can affect your ships' defensive capabilities. While some objects may strengthen your shields, others are definitely detrimental. Make sure that you examine every asteroid belt, nebula, and planet before you start making your battle plans.



Your Stellar Map can provide all the pertinent statistics you'll need to determine whether these huge banks of matter will be beneficial or detrimental to your ships' defenses.



### Artemis



This ship has moderate weapon strength, weak shields, and the maximum range of movement.

### Athena



While the Athena's weapons and shields are fairly strong, this starling is a bit slow.

### Atlas



With terrific firepower and defensive capabilities, the Atlas is a fine addition to your fleet.

### Cerberus



The Cerberus has moderate weapons, better than average movement, and less than stellar shields.

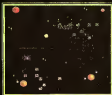
### Hades



The Hades has very good shields and weapon strengths but only a mediocre range of movement.

# STARSHIP STRATEGY

There are 16 galaxy-spanning missions in War 3010, and every ship in your fleet will play a vital role in the conflict. We've mapped out strategic plans for five of the most grueling scenarios. Warp speed and good luck!



## MISSION 3 Kyllens on the Attack Blockade the Planet

The Kyllens' objective is to secure the planet. If just one ship lands, they'll win, regardless of how many ships are left on either side. Form a defensive perimeter around the planet and wait for the enemy attack. You can stagger your ships to create a crossfire or leave some ships back to plug any holes in your line.



Keep the line close to the planet, and don't let any enemy ships slip around your flanks.



## MISSION 6 Rebels Battle Back



### Hide in the Asteroid Field

Your mission is to dock two ships at the space station. Send two fast ships to the left of the station as decoys and take the rest of your fleet into the asteroid field. As the Kyllens chase the decoys, you can move in and launch a surprise raid.



If the battle goes too long, you can dock with the rebel or ship for some quick repairs.

## MISSION 9 Rain Down Destruction



### Death From Above

Once again, your target is a Kyllen space station. Move your fleet to the planets above the station. You'll have better defensive capabilities while in orbit, and you'll be able to attack before the Kyllens can get organized.



Let your smaller ships bear the brunt of the initial attack. Send your heavy fighters in later.

### Here



The Here has mostly average abilities except for its above average range of movement.

### Hercules



This ship's long range weapon strength makes it one of the fleet's most formidable fighters.

### Hermes



While its shields are hardly weak, the Hermes has a truly remarkable range of movement.

### Kronos



The Kronos has excellent shields and short-range weapons, but it can move only at a crawl.

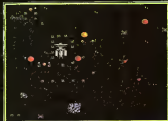
### Narcissus



The Narcissus has only average shields and medium weapons, but it moves at a rapid rate.

## MISSION 12

### Launch an All-Out Assault



## Teamwork is the Key

Organize your fleet into teams of three to four ships, mixing fighters, destroyers and scouts. Surround the Kyllen fleet and the station. Give each team a specific target and don't attack until all units are in position.



Each team should concentrate on their primary target. The Kyllens will let you fire first, so make it count!

## MISSION 16

### A Long and Furious Fight



## Strength in Numbers

The Kyllen stronghold is protected by a large asteroid belt. Your only chance is to concentrate your forces. Group your entire fleet together and secure the right side of the asteroid belt, then head inside the perimeter.



## Bonus Battles

If leading a galactic rebellion is wearing you down, take a break with these secret bonus games. The passwords to these games are hidden in two planetary information files. Do a background check on all the planets in Missions 9 and 16 and check their files closely.



Once you've destroyed the Kyllen defenses in the belt, use the refueler to repair your fleet before the final battle.

## Chess



Although this space-age game of chess isn't played in the traditional way, it's still a real challenge to win.

## Checkers



Since you and the Kyllens have exactly the same number and style of weapons, strategy is key to winning.

## Pandora



The Pandora's strong weapons and shield systems are complemented by its ability to lock.

## Perseus



A fine long- and short-range fighter, the Perseus is hindered by its slow rate of speed.

## Poseidon



Although it can't fight at a distance, it has strong short-range weapons and decent shields.

## Prometheus



It moves like a slug, but the Prometheus has shields and weapons that are simply out of this world.

## Theseus



The shields, weapons and genome of range of the Theseus make it a weak choice.

# SECRET of EVERMORE

*Dark and deep are the many secrets of Evermore. After nearly a year on the charts, Secret of Evermore still ranks in the top 10 games that players ask us about. In response to the continuing flood of questions, we'll take another swing through this amazing imaginary landscape.*

## WHEELING & DEALING

We've talked a lot in past issues about the Nobility Marketplace, and some players have managed to drive some very hard bargains with the vendors. We offer a word of caution, though, about the man who sells Annihilation Amulets. Don't talk to him unless you're absolutely ready to make a deal: If you start talking to him but then change your mind about buying, you can't back out without walking bare, and he won't deal with you ever again. If you only need a few amulets, you can talk him down to three or even two for a single bag of rice. And in the previous situation, though, once the transaction is



You might wheel and deal yourself into a jam if you're careless.

complete, he won't deal with you ever again. If you want a ready supply of amulets, you'll have to pay full price

Keep in mind that you can use amulets as partial payment in the Ivor Tower Marketplace for the Gold-plated Vest, Dragon Helmet, and Magician's Ring.

## What a Bargain!

The Nobility Marketplace is a treasure trove of fabulous goodies, but the best bargain is just a few steps away. Call Beads and the Call Op formula give you access to the powerful magic spells of the four leaders of Evermore. Call Beads are rare, and the Alchemist's ingredient for the Call Op formula is even rarer, so players have found it difficult to build their magic skill levels, and the spells never seemed particularly useful. There is, however, an endless



This is one treasure few loots have looked over so far.

supply of beads at the entrance to Nungu's Castle. Six dragon strikes grant the weakness that connects

the tower square and the castle gate. Walk up the path and turn right, just past the last dragon statue. Walk right to the wall and stand in the little space between the corner of the building and the pond. Use the Search command to pick up a Call Bead. You can pick up as many as you like, and there will be more waiting for you if you return.

## Rocket Parts

As it does in any adventure game or RPG, a good portion of Secret of Evermore revolves around retrieving all sorts of items, necessary or not. Many players have been asking about the lone treasure chest at the top of the Volcano. This chest holds the Gauge, one of the items Tinker needs to construct his Rocket. After he gives you the Windwalker, walk back up the Volcano path. When the geyser blows you up to the summit, you'll land on the same ledge as the chest.

Besides the Gauge and the Diamond Eyes (which you collected in Nungu's City, you'll also need the Wheel to complete Tinker's Rocket. To find it, go back to the first bug in the scurboard corner of

Bugrock Swamp, the same place you went to look for Singsong Heart. Defeat Colocotron, concentrating your attacks on his Heart, rather than his Claws. He'll



Once completed, the Rocket will blast off for Grimtopia.

leave behind a cocoon. Slice it open to reveal the Wheel.

## Chocobo Egg

Moving on to some of the Charms, the Chocobo Egg, which increases your maximum hit points, can be bought in the Ivor Tower Marketplace for nine Perfume Bottles and nine Breads. You can also get one by buying an Annihilation Amulet from a man in Grimtopia. Once you defeat Mungola in Ivor Tower Castle, the egg trader will pick up his wares and leave for parts unknown. You can



If you're not careful, the egg trader will go away.

trade the Chocobo Egg for the Magic Candle in the Nobility Marketplace, but despite the board's reputation as an object of great power, it's actually worthless!

## Caveat Emptor

Most other games offer a steady stream of bigger and better items, weapons and armor as you progress, but you really have to remember the saying, "buyer beware," when you're in Evermore.

Besides the Magic Gourd, there are other much-hyped but alternately disappointing items, including the Insect Lacener, Ruby Heart and the Gloves of Ra. The insect is supposed to repel mosquitoes and spiders, while the Ruby Heart is supposed to decrease your enemies' hit percentage when your hit points are low. Neither works as well as advertised. You're better off keeping the Mosax Stick, which increases the effectiveness of your healing potions, rather than trading it for either of these things. As for the



The makers of the Ruby Heart may be a bit of a hoax, but the item does have a use.

Gloves, they have a defense rating of 400 and are just not worth the price.

### Cautionary Tales

You have the freedom to go where you will in the land of Evermore, but there are dangers in wandering aimlessly. We've told you before about how you can become trapped in the Great Pyramid if you're not careful, and Ivar Lower Castle holds a similar fate for adventures that are perhaps a bit too clever.

A few enterprising players have found a way to sidestep the normal sequence of events and get into Ivar Lower Castle without battling the Verminator. While you may avoid one hazard, you'll end up in an even worse situation. Once you conclude your business in the castle and try to exit, you'll become trapped in a room filled with wooden crates, which is actually the Verminator's lair. Unfortunately, the only way

to get out of this mess is to reset the game and start over from your last save point. So even if you avoid the battle,



Don't become a victim of the Verminator's lair.

the Verminator will get his revenge. There's another quirk in the game that may cause you to lose the Windwalker if you land the Windwalker in the upper-right corner of the map screen (a small area in the middle of the ocean; you may find yourself appearing back at Tinker's Beachhead once your agents). Once again, there's no way to set things right once this happens, and you'll have to start over from a previous save point. These situations serve as a reminder of the one thing we often forget to do after the heat of battle or in the thrill of exploration: Save, save and save again!

### The Final Conflict

Most of the last portion of the game involves solving puzzles and gathering various items and weapons throughout Omnitopia and Ebon Keep. You go along for quite a while without battling major



Stack up on ammo and ingredients before the final battle.

enemies, but you should keep up with your weapons training, because, believe us, the final battle will be a bizzie!



Once you retrieve the Energy Core from the second Chessboard, Park, return to the junkyard and activate the computer. You'll walk up to the teleprinter and be transported to the battle site automatically.

Your first foes will be the Sparking and Fans. The Blessings from the Fans will keep you from getting too close, so be sure to have a powerful spell with you. Cryo Blast shells switch and fire from your dashboard and can be bought in the Merchant Sector) are



Berserker and Energy Core will be your most useful formulas.

also very effective against these blowhards. The Speakers have 1,000 hit points each, while the Fans are rated at 2,500 hit points.

After you defeat the Speakers and Fans, walk up and flip the switches. A swarm of enemies, including Raptors and Eyes of Rinsala, will appear and attack you at random. Once they've been cleared out, Bad Boy and Dark Taster will make a grand entrance. There's no special strategy to terminating your evil clones, but now would be a good time to use all of those extra Call Beards you picked up in Nobilia. Bad Boy has only about 800 hit points, but Dark Taster has a whopping 10,000 hit points!

After Bad Boy and Dark Taster are history, you'll

encounter another wave of minor enemies, then Magmor will step in. His attacks will be more devastating than anything you'll have faced thus far, but the Berserker formula will protect you from the worst of it. In general, your attack formulas will work better than your magic spells, and you should use the Energy Core formula to increase your weapons' attack strength. Be sure to get this formula from Ruffenberg Professor after you get the Energy Core. Magmor has about 25,000 hit points.

You'll next be hit by a final wave of minor monsters, and then Carlson's Robot will come into view. This mechanical menace is impervious to most attack formulas and spells, so you'll have to rely on your trusty adepts to win the day. You should concentrate your fire on the robot's sides, since he'll shoot straight downward. Another key tactic is to move your dog to the upper left ledge. The



The Berserker formula may slow down the robot's responses and help give you a fighting chance.

robot can't follow him, but your dog can shadow him with laser fire. Make sure the boy's hit points are high before you switch to the dog. If you manage to whittle down the robot's 10,000 hit points, ultimate victory will be yours!



# DONKEY KONG COUNTRY 3

## DIXIE KONG'S Double Trouble!

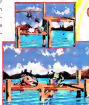
Dixie takes center stage in Donkey Kong Country 3. Dixie Kong's Double Trouble adds a new spin to the series. It's not how many bits you have, it's how well the game plays!



© 1996 Nintendo

## The New Banana

DK3 cranks the Kong Series up another notch on the game post. Dixie assumes with her full complement of smilin' super powers, while new second banana Kiddy Kong will be able to break through floors and roll along the ground like a barrel. Together with several enhanced "team" abilities, these new features will open up all sorts of exciting and unpredictable game play possibilities!



## Helpers and Hangouts

No DKC adventure would be complete without a large supporting cast, and this installment won't disappoint. Funky, Bunsy and Cranky Kong will be on hand to help our hairy heroes, as will a "mystery" Kong clan member. Returning animal buddies Enguard,

Squawks and Squitter will be joined by an as yet unnamed elephant and bird, and new shops and stopovers will be manned by a troop of helpful bear brothers. Dixie and Kiddy won't wait for friends when they need them.



## Crock Full of Krews

And what would the Kong clan do without crooked Krawlings to battle? Set in a DKC game without enemies would be no game at all, the Krawlings will be helping a squad of seasoned veterans and formidable rookies in

their quest to be the best of the bad. New enemies include Krem robots, Krem twins, several new undersea imitators and bird bad dies that you can use as platforms.



## Bigger & Better

We've seen only in early prototype, so we can't confirm the exact plot, and some elements may change. We do know, however, that there will be new bonus games, new vehicles and more secret areas than in any previous DKC adventure. We'll bring you complete coverage in a future issue!



This DKC 3 design team has said that the major bad guys will be buffed up, mentally as well as physically. With better AI, some enemies will track you closely during battle and respond more directly to your actions.



# Prince of Persia



This fall,  
Titus  
sends you  
back to Persia's opulent  
past for a royal reckoning  
on the Super NES.

# 2

TM

©1989 Polygram  
©1989 Titus

## Play in Persia

Already a popular game for the PC, Prince of Persia 2 is sure to please Super NES players. While the game sticks to a traditional side-scrolling format, the highly-detailed graphics and finely-tuned play control give it an edge over many of the games in this genre. Even if you're one of those choosy gamers who isn't easily impressed by pretty graphics, we think you'll be pleasantly surprised by this Poly's challenging play. This month, we're giving you a quick look at a one-player game that's tailor-made for ace players.



# A Princely Plot

The adventure begins in Persia's distant past, when the Prince awakens one morning to find that an identical impostor has taken his place! Although the Prince can see that his doppelgänger is actually the dastardly jafar, the entire palace (including the Princess) is under a spell that makes the Prince appear to be a petty thief. Pursued by guards, the Prince flees the palace and sets off on foot through Persia's burning sands, dangerous dungeons, and trap-laden temples in an attempt to regain his status and exact retribution on the fiendish jafar.



## Perils and Pitfalls

Armed only occasionally with a simple scimitar, the Prince will face numerous enemies on his long journey through ancient Persia. Palace and temple guards will try their best to cut his game short, while more ominous creatures like snakes, ghosts, and skeletons are even greater obstacles to the Prince's success. As if all that wasn't enough, the game is chock full of perils, pitfalls and booby traps, with almost every misstep resulting in pain and misery for the Prince.



## Powerful Potions

Because it's hard to finish a stage without doing some major damage to the Prince's health, you have to rely on powerful potions to get you through the game. One of the potions gives the Prince a quick pick-me-up, and another potent elixir gives the Prince the power to glide down great distances without sustaining any damage. Unfortunately, some of the brews you find are far from beneficial—there's nothing more infuriating than downing a potion that you hope will boost your health, only to end up with a mouthful of bitter poison.



**Donald Duck is headed to Hawaii, but he's not on vacation—he's on the hottest case in the tropics.**

# MAUI MALLARD™



**ALOHA, AND  
WELCOME TO MAUI!!!**

Disney's undeniably cool Donald Duck turns Private Investigator in a soon-to-debut Super NES platform game that takes him to the Hawaiian Islands. As a P.I. known as Maui, he's tracking down the tropical rite's missing sacred tiki. Using a blaster and some impressive naga skills, Maui makes his well-footed way through a haunted mansion, a village of native Muddtikes, and even a watery underworld to win back the island's idol. The action is fast-paced, the graphics are great, and the game play is entertaining. While we can show only a few shots from Maui's upcoming case, they show that Maui is a player's paradise!





## TWO BIRDS OF A FEATHER

After the game's first level, players can use two different versions of Donald Duck. The first is Maui the duck detective, who comes equipped with swimming and vine-climbing skills as well as a blaster for boating buddies. The second is Maui the ninja master, who uses a big bamboo rod for swinging, climbing narrow passages, and knocking enemies on the nose.

Maui PI can climb vines with ease, blast the buddies from a distance, and use his pistol for propulsion underwater.



Ninja Maui can use his bamboo wandlike to swing across obstacles, hop and jump up alone, and brace himself when climbing.



## MYSTERIOUS MAUI

More than just a simple search for a sacred tik, Maui Mallard is adventure through mysterious locations where dangers can quickly defeather the duck detective. Starting in a creepy mansion, Maui takes off on a journey that will lead to training in ninja gymnastics, swinging through a thorny jungle, swimming through a sunken ship, and descending into a surreal underworld where the bad ducks go when their earthly existence ends. With all the challenges that he'll face in every level, Maui may want to reconsider island living and move back to the mainland!



## PERILS AND PITFALLS IN PARADISE

The look of each level is not the only thing that changes dramatically in Maui Mallard; in fact, all the obstacles and enemies are drastically different in almost every stage of the game. For example, in one stage Maui may have to fight the native Muddrakes, who use blow darts, boomerangs, and razor-sharp yo-yos, and in the next, he'll head underwater where spiny fish, fireball-throwing peacocks, and even a ferocious current can dole out

damage to the fast-paddling duck. As you might've guessed, the island's tropical environment can be just as dangerous and hazardous as the enemies that Maui encounters. For NES owners who have been waiting for a quality platform game, the wait is over. Maui Mallard is on the way.



# COUNSELORS' CORNER



## MEGA MAN X3

### HOW DO I USE THE ROBOT RIDE PLATFORMS?



Jerry Hicks

**R**obot Ride Platforms are found in all the stages in the game except the Tunnel Rhino Stage. Marked with an "X," these platforms wrap a powerful suit of armor around Mega Man. You cannot use the Robot Ride Platforms until you find the Chimera Robot in the Blast Hornet Stage. After you find Chimera, jump up on the platform and activate the Robot Armor menu. Highlight the desired armor and lock in your selection.



You cannot activate a Robot Ride Platform and wear special armor until you locate the Chimera Robot. Look for him in the Blast Hornet Stage.



After you find the Chimera Robot, start on any Robot Ride Platform and pick your armor. Your menu options increase as you explore the game.



### HOW DO I GET ZERO BACK?



**Z**ero has only one life, so if you lose him, you cannot call for his assistance unless you use an old password. If you've never called Zero before, press the Start Button to pause

your game, then press the R1 Button to activate the Communication Panel. If you press the Start Button one more time, Zero will warp to your location. Although Zero won't fight any of the Mavericks

Bosses, he can collect items in every stage in the game. You can switch back to Mega Man at any time, but once you do, you won't be able to call Zero again until you complete the stage.



Zero is happy to protect you for you, but he'll leave the big fights to the Blue Bomber.



To request Zero's assistance, select the Communication Panel and press Start.



Unlike Mega Man, Zero has one life to give to his country, and if you lose him, he's gone for good.

## HOW DO I GET THE MUSHROOM CASTLE TREASURE BOX?



Kimberly Montoya

**M**any players realize late in the game that they are missing the treasure box from the Mushroom Kingdom Castle. The only time you can reach the chest is at the beginning of the game, when Toad is walking through the room to talk to the Chancellor. Hop off Toad's springy hat to reach the chest. Toad is the only character in the castle that gives Mario enough altitude to grab the treasure.



You can reach that high treasure box while Toad is on his way to visit the Mushroom Chancellor.



Bouncing off Toad's hat with a spring to Mario's leap that you won't get any other way.



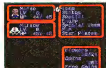
## HOW DO I DEFEAT BELOME?



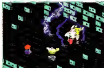
**F**our-eyed Belome resides in the Kero Sewers. Mario and Mallow should be at least to level six before they take on this spell-casting, Mallow-

munching baddie. Let Mario swing his Hammer while Mallow casts Thunderbolt. Use Defense or a Special Attack if you're turned into a scarecrow.

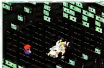
If Mallow is getting chewed up, keep Mario's hit points above 20. If you survive Belome's spills and swallows, the big lug will soon be swept away.



Raise your strength levels to at least six before making it up with big, bad Belome.



While Mallow unleashes a Thunderbolt spell, Mario should use his Hammer on Belome's head.



If Belome decides to poison Mallow, concentrate on keeping Mario's hit points above 20.



## HOW DO I BREAK DOWN A DOOR?



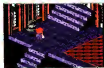
**I**t takes teamwork to break down Marrymore's barricaded doors. A door collapses when you and your partner (either Swift or Bowser) hit it at exactly the same moment. The trick is

timing and location. Try to start your charge at the exact moment your partner makes for the door. Your bashing buddy is always crashing into the left side of the padlocked portal, so make sure you're

hitting it on the right side. The fine art of door bashing requires practice, so don't be disappointed if it takes more than a few attempts before you pick up your degree from the school of hard knocks.



You can break down a door if you and your partner hit it at exactly the same moment.



Timing is key to a break through, so make your run coincide with your partner's charge.



You'll be left frustrated if you charge on the wrong side of your partner. Stay to the right.







## WARIO LAND

### WHERE IS THE TREASURE IN LEVEL 16?



**Y**ou have to be a big Wario to open the Treasure Room in Level 16. Break open the Face Block just to the right of the stage start and take the Key. Carry the Key to the right until you



discover the Key by smashing the Face Block just to the right of the beginning of Stage 16.

reach the second group of four cracked blocks. You can smash the blocks by executing Wario's Body Slam—press left or right on the Control Pad while tapping the B button. After you smash the blocks,



big Wario must shatter the second set of four cracked blocks to find the hidden door.

you'll see a door. Enter the door and carry the Key to the right, across the gaps and icy ledges, until you reach the Treasure Room Door. Use the Key on the Door and grab the treasure inside.



Enter the hidden door and walk right across the gaps until you reach the Treasure Room Door.



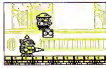
### HOW DO I DEFEAT THE KNIGHT IN SYRUP CASTLE?



**T**he key to defeating the Knight in Syrup Castle is to hit him from behind. Stand on the blocks in the room and wait for the Knight to pass, then jump down and throw a 10 Gold Coin or execute a Body Slam. When the Knight gets back on his feet, he'll charge across the screen. Wait until the Knight tires and slows back down, then sneak up on him and hit him again. Stun the Knight three times to defeat him.



You can find a clink in Syrup Castle's Knight if you hit him from behind. You can toss a 10 Gold Coin at him or pound him with a Body Slam.



After the Knight is stunned, he'll get back up and charge slowly around the room. Sneak up on one of the blocks high above the floor.

## Q & A FAST FACTS

Shinji  
Counselors' Corner  
P.O. Box 97633  
Redmond, WA 98073-9733

### EYE OF THE BEHOLDER

- Q:** What is the best sword in the game?
- A:** The best sword is a 48-lung sword named "Sevenside." You'll find it in the North Load of the maze.
- Q:** Why won't any mage's Vampiric Touch Spell damage a demon lord?
- A:** The spell won't work on the undead.
- Q:** How many times can I use a wand?
- A:** All wands except the Wand of Saviors have three charges.

### BRANDISH

- Q:** Which mana tree gives me the most gold?
- A:** You don't get gold for defeating monsters in this game. Look for treasure chests or weapons or armor to sell back to shops.
- Q:** How many endings are in the game?
- A:** There are two endings. The ending of your game depends on whether you help or fight Alexis.
- Q:** What is the best weapon in the game?
- A:** The Planet Saviour Sword.

### THE BUGS BUNNY CRAZY CASTLE

- Q:** How do you make Bugs jump over enemies?
- A:** You don't. Start rabbits won't jump in this game.
- Q:** Are there safe spots in the shops?
- A:** Yes. While traveling through a door or a pipe, Bugs is invincible.
- Q:** How many levels are in the game?
- A:** 60.



Pick of the Paks

# They're Back

Nintendo is re-releasing some of the best Game Boy titles to ever grace a portable screen.

This is your second and possibly last chance to pick up these one-player games at a price too low to publish. Look for the Player's Choice symbol wherever you buy your Nintendo products.

## The Bugs Bunny Crazy Castle 2



Wicked Witch Hazel has locked up Honey Bunny in Crazy Castle, and Bugs must scamper to the rescue. Bugs Bunny Crazy Castle 2 is a password-locked, 28-stage game. Help Bugs navigate the castle's mazes as he dodges traps and backs down keys to unlock doors leading to Honey Bunny's cell. A bevy of Looney Tunes characters ranging from Wile E. Coyote to the Tasmanian Devil do their best to hinder Bugs' rescue attempts. Fool

their plots and plans with a huge assortment of goodies from the ACME factory. This looney cartoon fans of all ages





## Star Wars

Long ago, in a galaxy far, far away, the first portable Star Wars game came out of hyperspace and arrived in the Game Boy universe. Assume the roles of Luke Skywalker, Han Solo or Princess Leia as you elude Imperial forces and deliver the Death Star plans to the Rebel leaders. Star Wars

presents challenges throughout six detailed stages, ranging from exploring the catacombs of the desert planet of Tatooine to dodging laser blasts as you dive through the Death Star's fortified trenches in your X-Wing fighter. The game does not include a save feature, which means you'll need to rely on the Force to make it to the ending credits. Star Wars is the perfect challenge for any true Jedi warrior.



## Mega Man: Dr. Wily's Revenge

Journey back to yesteryear and relive every sweaty moment of the first Game Boy battle between the blue bomber and the mad doctor Mega Man. Dr. Wily's Revenge features six, challenging, password-locked stages. After you beat Cut Man, Elec Man, Ice Man and Fire Man, blast through the doors of

Dr. Wily's lair—some lab and take on five more mechanized masters. Each time you crush a robot rival, you can add their weapon to your arsenal. This futuristic light-foot doesn't stop until you confront the bad doctor in his Sky Fortress. Can you stop Wily?

The fate of the future is in your hands.



## Too Kool for K. Rool!

All of the game play goodness that made DKC 2 such a phenomenal hit for the Super NES is here in Donkey Kong Land 2 for the Game Boy. No effort was spared to make DKL 2 as challenging and fun as its 16-bit predecessor, and while it borrows its plot and characters from DKC 2, it sports all-new level maps and puzzles. This month, we're going to expose the locations of the secret Bonus Areas. You won't find them where you did in DKC 2!



Swing Into Action!

# DONKEY KONG LAND 2



## Hirsute Heroics

In DKC 2, Diddy and Dixie roll and spin with the same rhythm and feel that they did in DKC 2. You can't use their arms to throw, but you can switch between them by pressing Select.



## Pals to the End

Ratty, Engarde, Squitter and the rest of your animal buds are back, and they've also retained their signature moves and abilities. Pressing the Y Button will make them charge ahead or fire. In Squitter's case, the Select Button will transform his attack webs into platform webs.



# Gangplank Galleon



## 1 Pirate Panic

The bonus areas hold many of the Kremlons and Hero Coins in the game. We'll show you how to reach one bonus area per stage, though there are certainly more. The first bonus area is located just before the midpoint in Pirate Panic.



Jump off the barrels or the higher deck to reach the Bonus Barrel. In the bonus area, just hop up the barrels to feed the Kremlon.

## 2 Mainbrace Mayhem

This Bonus Barrel is on the far right side of the stage before you reach the halfway point. You can lower yourself down the rope ladder and then jump to the right. Use the line of bananas as a guide.



It's tricky against the clock to collect all the stars. A Kremlon awaits you at the finish line.

## 3 Gangplank Galley

After you pass the halfway point, you'll come across two large gaps in the deck. This Bonus Barrel is located in the second one, just below the first hook. When you return to the regular stage, you'll be able to pick up the Hero Coin easily.



When you enter the bonus area, guide Oddy or Dixie to the Kremlon, flanking Clappers as you go. You have to collect all enemies in the area before it will appear.



## 4 Topsail Trouble



Located on the far left, this bonus area is easy to miss if you're just intent on getting to the end of the stage.



Flip cannonballs at Klengers as they slither up and down the rigging. Defeat all of them before the timer runs down for a Kremlon prize.

Use the hooks to jump up to the barrel or take a flying leap from the upper part of the mast.



## Krow's Nest



This stage is very similar to its DKC 2 counterpart. The left corner is often a bit just remember that the opponent Krowy Never drops just keep you in the treasure amount.

# Krem Cauldron



## 1 Hothead Hop

Pick up Squiter and stand on top of the hill. Use your platform wings to go back to the left to find the Bonus Barrel. You can pick up a DK Barrel and a Banana Coin along the way.



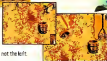
Your job here is simple: use your platform wings to reach the small island to the right. There are no enemies to fight, so take your time.

## 2 Kannon's Klaim



This invisible Bonus Barrel is located just above and to the left of the Star Barrel. Cartwheel jump or helicopter to the upper left platforms. If you need a partner, you'll find a DK Barrel to the right.

Blot your wing to the upper right platforms. From the third Blot Barrel, maneuver yourself toward the right, not the left.



## 4 Red-Hot Ride

Just after the Star Barrel, you'll find a small hill with a DK Barrel above it. Jump or helicopter spin back to the left onto the balloon, then drift left to reach the Bonus Barrel.



Make two passes, using the left balloon first, to catch all of the stars. Run to the right for the Kremcan.

## 5 Squawks's Shaft

Once again, you'll have to buck your instincts to reach a Bonus Barrel. From the second Blot Barrel, head up and left instead of up and right. You'll also find the letter "K."



You'll be tempted to reach the Nooka to reach the end, but don't! Delist them to make the Kremcan appear.



## 6 Barrel Bayou

The Blast Barrel is hiding in plain sight! At the very beginning of the stage, take just a few steps to the left to find a Blast Barrel that will propel you to the Bonus Barrel. Ready, aim, fire!



Here's your chance to test your throwing arm, with a cannonball instead of a kiewpie doll, you'll receive a lovely Krumoon.

## 7 Glimmer's Galleon

Go straight to the right from the Start to find the Bonus Barrel. Hit the Lamp Barrels to shed some light on the proceedings.



Follow the pirate band in a circle and gather all of the stars. The Krumoon will appear back near the starting point.

## 9 Rattle Battle

Use the barrel and the Zinger to boost yourself up to the Bonus Barrel. If you stand on the barrel, you'll see just the Zinger's legs as it buzzes back and forth. If you defeat the Zinger but miss the barrel, use Ratty's Super Jump (hold select and release) to get to the Bonus Barrel.



Use short hops to get from one Zinger to the next if you jump high, you'll probably smack into a Zinger hovering above you.

## 10 Slime Climb

After you pass the Star Barrel, go up and right then up and left. You'll see an Exclamation Point Barrel right in your path. Collect it then drop down to find the Bonus Barrel.



Jump to the next and follow the rope to the end. Leap to the right for the Krumoon.



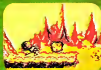
## 8 Krockhead Klamber

Jump from the reed and bounce off a Flitter to reach the Bonus Barrel. The Flitter won't reappear if you defeat it, so you'll have only one shot at the barrel. Make it count!



Let the fortress be your guide as you blast your way across the swamp. Reach the island to claim a Krumoon.

## Kleaver's Kiln



This two-stage match has more obstacles than its DRE II counterpart. First, break open the barrels to get some kiewpie krumoon. Then, in the second round, avoid the krumoon and reach the effort's left side. (By Adam Clayton for 100% Match)



# Krazy Kremland



## 1 Hornet Hole

Collect the Exclamation Point Barrel near the start, then run back to the left. Bounce off the Zinger into the barrel and grab on to the left wall. Climb up to the ledge.



Wall jump up and right, then drop down to the left. Continue to the right, avoiding the Spiny, to reach a Kremson.



## 2 Target Terror

Just before the midpoint, instead of jumping onto a Fitter to reach the upper track, let your car fall off the edge to a hidden lower track.



Ride the track to the end to find a Kremson. There are also two banana bunches on the upper track.

## 3 Bramble Blast

## 3 Bramble Blast

Clear the first set of barrels and walk to the edge of the lower platform. You'll see a Blast Barrel, a Fitter and a vine. Grab the vine and follow it up and left. It's better to avoid the Fitter than to bounce off it.



You can't see what's around you when you're on the last Blast Barrel. Shoot straight to the right, avoiding the Zinger.

## 4 Bramble Scramble

After passing the "No Ants!" sign, jump to the next platform on the left and then to the vines above. Continue up, left and then right along the vines to the Bonus Barrel.



Jumping from vine to vine to get the stars may be faster than climbing hand-over-hand.

## 5 Mudhole Marsh

Keep your eyes peeled for an arrow just before the Star Barrel. Bounce off the second (upper) Necky to reach the bonus area.



Collecting these stars won't be a problem for any practiced jumper.

## 6 Rambi Rumble

About a third of the way through, you'll find a Klompoo at the top of a tower. Spin to the left or drop down and climb up the opposite wall. Bounce off the Fitter into the Blast Barrel.



Use the car-bomb to defeat all the enemies. Daddy works best here.



## King Zing



The super-mega King Zing is vulnerable only from behind. After you swing him twice, he'll buzz around faster and start to attack little Zingers as he walks.

# Gloomy Gulch

UNLOCKED BONUS LEVEL 2

GAME JOY



## 2 Krazy Koaster

This area appears just past the second Zinger. To reach the high track, you must jump a little earlier than usual to land just behind the Zinger. Jump again immediately.



The stars' arrangement encourages you to jump at the wrong time. Jump only from a low to a high track.

## 1 Ghostly Grove

This bonus area appears in the second half of the stage. Look for the telltale trail of bananas leading down. The Zinger is moving left to right, rather than up and down.



Try to jump as soon as you can. Any delay may result in the Zinger running out before you can reach the Kremson.



## 4 Parrot Chute Panic

You'll transform into Squawles for the first part of this stage. There's an invisible hook just to the left of the first "No Squawles" sign.



You'll just need to reach the end of the bonus area, but that's a lot tougher than it sounds.



## 3 Gusty Glade

After the first couple of gaps, you'll come to a long row of thin towers then a hook.

Follow the trail of bananas beneath the hook.



This bonus area will be a cakewalk compared to the regular stage.

## 5 Web Woods



Taking the low road through these haunted highlands will help you spot this Bonus Barrel. Look for it about three-quarters of the way through the stage.



Perfect your jumping and web-spring technique to beat the time limit.

## Kreepy Krow



Kreepy Krow has a hint to stick with it... or not. But if you do stick with it, you'll be able to reach the Kremson. Look for the Kremson at the end of the stage.

GAME JOY

# Klubba's Kiosk



## 1 Jungle Jinx

Once again, the bananas tell the tale. Follow a trail of them that lead down from a pair of hooks early in the stage, then follow a long tunnel off to the right.



Use the Pitter as stepping stones to cross above the Piranha. There's no way to defeat the Zingers, so I just have to avoid them.

## 2 Black Ice Battle

This is the second area in the stage that has this layout. Jump up and left from the slope to an invisible hook. Spin left to reach the ledge—a jump won't be long enough.



As you slide downward on the ice, collect all of the berries so you'll earn the Kreamon. Stopping isn't important! Avoid the Zingers as you descend.

## 3 Klobber Karnage

This line of Blast Barrels appears in the first half of the stage. Look for a lone banana beneath one of the barrels.



Collect all of the berries and receive a Kreamon reward. You may have to repeat this stage to get the timing right.



Hit the barrel to make the Kreamon roll out of the line. Bounce along a string of Pitters to reach the Kreamon.

## 4 Animal Antics

This cleverly hidden Bonus Barrel lies below the continuous barrel in the stage. Even if you don't have Ooze and her helicopter spin, just step over the edge and then hold Right.



In some parts of this bonus area, it may be trickier to move up high and jump down to collect strings of stars.

## Krocodile Kore



This is the second stage in the game where you can use the same old trick of using a crocodile to cross the river. It's a bit tricky, but it's a fun way to cross the river.

# K. Rool's Keep

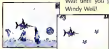
WONKEY WONKY LAND 2

GAME PLAY

## 1 Arctic Abyss

Here's another case of a Bonus Barrel being placed out in the open, but this was probably done to lull you into a false sense of security.

Wait until you get to Windy Well!



In contrast to the bustling cave and corridors of the level, the bonus area is a big empty room.

## 2 Windy Well

Since the raging winds will keep you from falling, you need only worry about roaming enemies. Just before the Star Barrel, jump out to the right instead of up.



With so little time, you can't afford any mistakes. Take the extra second to aim properly rather than risk a mistake.

## 3 Dungeon Danger

Look for a cannonball just after the halfway point. Drop down and left to find the matching Cannon. Load and load!



Follow the chains upward to grab your next Cannon. You can defeat the Klings by bopping them on the head.

## 4 Clapper's Cavern

Finding this barrel won't be a problem, but just getting to it will be! Hightail it through any ice field after the first one, since Clapper appears rarely.



The key casting on the ground will reveal where these Klappers are busy.

## 5 Chain Link Chamber

From the start, keep to the shafts on the right as much as possible, going left only when there is no alternative. You'll soon see two hook-handed Krooks, one on the right and another on the left. Defeat the left one (a bop on the head will do fine) and follow the tunnel left and up.



Move right around the maze-covered rocks to collect a trial of six tomatoes.

## 6 Toxic Tower

When you reach the Bonus Barrel, the sludge will be hot on your prehensile tail. The toxic mess won't rise while you're in the bonus area.



The bonus area will give you a much appreciated breather from the regular traps.

## Flying Krook



There are just two more things to do, including the final showdown with Kaptain K. Head down! It's off into the wild blue yonder with Gling, Gole, and the floating barrel!



## Items

As Pinocchio embarks on his quest to become a real boy, the Blue Fairy thoughtfully leaves a trail of useful items and power-ups along his path. He'll certainly need all the help he can get!



### Hats

Collect Hats to gain extrasives, as, as they're called in this game, "bits." Four Hats = one try.



### Books

Collecting Books will net you extra continues. A good education will always take you far!



### Wands

The magic Wands are a special gift from the Blue Fairy. Each one will restore a large portion of Pinocchio's health meter.



### Pages

Pick up the Pages to acquire special powers, like the ability to spin around and knock down enemies.



## An Actor's Life For Me

Heaving Coppetta's plea, the Blue Fairy brings Pinocchio to life. As Pinocchio can earn the Badges of Truth, Bravery and Unselfishness, she'll grant his wish and turn him into a real boy! In the first steps, you must guide Pinocchio through town to the schoolhouse. Seagulls and bullets will dog your steps, while sign posts and water pump handles (among other things) can catapult you through the air.



Duck to avoid the birds and jump to dodge the rocks thrown by the bullies. Press Up to go through the large doorway. If you go down Easy Street rather than head to the School, you'll have to repeat part of the stage.



## Lampside Sealing

The ever-faithful Jimmy Cricket wishes as Stompski forces Pinocchio to perform in a puppet show. Swat the moths and bugs with your umbrella to drive them away. Your burly bumbumshot can also block attacks and let you to float on the night breeze.



## It's All Free, Boys

### Balloons

**F**

ollow Lampwick as he strolls across Pleasure Island, but don't get too close to the firecrackers. Grab on to a balloon and soar above the midway. If you don't jump from balloon to balloon in time, you'll fall.



**T**

### Rollercoaster

he balloons will eventually dump you onto a rickety roller coaster jump to collect items, cross gaps and ring the bells that open up new sections of track. Duck to avoid loose boards.



The loose boards are hard to see, so you should duck constantly just to be on the safe side.

## Escape From Pleasure Island

**D**

mochio eventually realizes that Pleasure Island isn't all that it's cracked up to be and tries to escape. If you've collected enough Pages, you'll be able to spin by pressing B. Knock out the evil coachman, then head to the left. As you climb up the rocks, watch for the monsters' beady eyes glowing in the shadows.



At the top of the cliff, defeat the coachman one more time to escape the island for good.



## Search For Monstro

**D**

mochio is made of wood, so, of course, he floats! You can complete the level running along the ceiling, just avoid enemies and collect items, and you'll be fine.



**L**

### Low Road

If you prefer the low road, collect charms to weigh yourself down. Explore the lower caverns for extra Magic Words and other items. To reach higher ledges, you can jump on the Manta Rays without being hurt. The bubble streams will also help you maneuver around obstacles.



## Inside Monstro

**G**

Geppetto came looking for Pinocchio only to be swallowed by Monstro the Whale. The only way to escape is to make the big guy sneeze. Use your spin attack on the crates to break them open. Find at least five pieces of wood to burn, then find the lamp.



**L**

### Find Geppetto

Rock over the lamp in the lower right corner to start a fire. Drop down to the crates and barrels at the bottom and go left.



As you make your way through the wreck, watch out for crates and sharp, splintered wood.



## Escape From Monstro

**V**

ou've nearly escaped, but Monstro won't give up easily. Watch out for arrows telling you whether to duck or jump to avoid the rocks. You'll eventually outrun the slippery beast, but

Geppetto will be thrown into the churning surf. If you act unselfishly, you may finally get your wish and fulfill your father's happiest dream.





Only the **STRONG**  
Survive in them...

# ARENA



## KIRBY SUPER STAR

How fast can you chow down and run through the three mazes in *Grand Prix Mode* of the *Gourmet Race*? Racing against King Dedede is a walk in the park when you're up against the top gamers in North America. Somebody out there is going to break the two minute barrier. Could it be you? Practice until you're satisfied with your time, then take a picture of the "Win" screen at the end of the race. The fastest ten times will dominate the Battle Zone and pick up four Super Power Stamps. Bon Appetit!



## CHALLENGE #1

## TECMO SUPER BOWL

Robert Colley of McDonough, Ohio wrote in with a Player's Challenge for *Super Tecmo Bowl*. During the 1992-93 Season, Colley led the New Orleans Saints to victory while allowing only 26 points to be scored against the team during the entire season! That's just two touchdowns and four field goals in sixteen games! Can you do better? Could you play a whole season without a single point being scored against your team? The top twenty football heroes will earn four Super Power Stamps.



## CHALLENGE #2

## MEGA MAN X3

Ben Ashburn of Virginia Beach, Virginia liked our Volume 84 *Mega Man X3* challenge so much, he thought we should do it again...but this time we should challenge readers to complete the *Blast Hornet* Stage first. Ben says that you are not allowed to collect any power-ups or complete any other stages. The first twenty-five Blue Bombers who barrel through the Blast Hornet's Stage and send in their passwords will pick up four Super Power Stamps.



## TWISTED CHALLENGES

In Volume 84, we dared readers to send in their most twisted and toughest challenges. Twisted challenges are created by readers for readers. While you don't get a prize for meeting or beating a Twisted challenge, if you make one up and we print it in *Nintendo Power*, you'll get four Super Power Stamps. Here are the winners of our first twisted installment!

- Can you complete *Final Fantasy II* without using Cure 2 or Cure 3 throughout the game? Robbie Hale, Tempe, Arizona
- In *Tekn Game A*, can you make it to Level 10 without leaving a gap in any line? Shaye Peabody, Moreno Valley, California
- Can you run to the end of the first level in *Earthworm Jim 2* without using any weapons or Jim's whip? Timothy Swain, Arlington, Texas
- In *Super Mario RPG*, while racing against Boshi on Yoshi's Isle, can you win without using any Yoshi Cookies? John Bednars, Shaverton, Pennsylvania and Brandon Powers, North Highlands, California



# **SUPER MARIO KART** Best Times on Mario Circuit 2

Greg Pilach	Aaron, OH	1:54:43
Michael Paul	Pelham, SC	1:21:07
Clark		
Matt Smith	Tulsa, CA	1:22:01
Aaron Fiddler	Lynchburg, OH	1:23:34
Andrew Beckert	Sheboygan, WI	1:25:05
Bryan McArthur	Frame, CA	1:25:45
Shane Brown	Calgary, AB, CA	1:25:53
Ben Copley	Phoenix Hills, CA	1:26:06
Shawn Frank	Island, MT	1:26:13
Mason Kikowicz	Edinboro, CA	1:26:38



Greg Pilach and Michael Paul Clark were the drivers that gave the East their first victory in the Battle Zone. Pilach flew away the score by playing using Donkey Kong Jr. with a 50 cc on his Mario Kart GP track. The track was picking up a turbo boost off the starting line. You don't know about the turbo boost? At the start of the race, try holding down the B button just before the second right-hand turn on last the engine rev and get ready to take off!



## **THE LEGEND OF ZELOS—A LINK TO THE PAST**

Reaching Geron with Only Fourteen Hearts  
(Volume 34)

Derek Allen	Dorchester, PA
Andrew Beckert	Sheboygan, WI
Chris Bilby	Muskegon, MI
Stephen Campos	Silver Spring, MD
Rock Callahan	Lawrence, NY
Shawn Croucher	Victoria, BC
Joseph Czapka	Bay City, MI
Ronny Damsch	Portage, IN
Andrew Ebenbach	Wayne, NJ
Robert Ellis	Washington, WA
David Fitzgerald	Long Beach, NG
Ross Fitzgerald	Oremville, CA
Jenny Friddle	Whitish, KS
Seth Friedman	Leiter Prairie, MN
Daniel Freeman	St. Louis, MO
Terrence Fudge	Brooklyn, NY
Brian & Justin Grigg	Vermont, CT
Tim & Tully Gustafson	Bay Shore, NY
Alta Haines	Calgary, AB
Chris Harris	Tigard, OR
Michael Hightmeyer	Denville, NJ
Ally Hise	Jacksonville, FL
Alison Hynes	Rayville, PA
Joshua Kniss	Flushing, NY
Eric Lohs	Campbellville, IN
Jason Luciani	Elkburg, NY
Daniel MacNeil	Toronto, ON
Andrew McCulloch	St. Louis, MO
Daag Miller	Oakdale, IL
Daniel Peltzer	Montreal, PQ
Andrew Pock	Coville Park, MN
Jack Pock	Chadronville, MI
Jack Pock	Belmont, MT
Jonathan Rios	Jackson, MO

## **MEGA MAN X3**

Complete the Tunnel Ruins Stage Fast  
(Volume 34)

Prize Rulerist	Thomson, CO
Thomas Baccardo	Staten Island, NY
Jeff Rasmussen	Nikopos, NY
Paul Sample	Hudson, SD
Jeremy Smith	El Paso, TX
Tim Stanley	Brandon, VT
Stephane Struphane	Stratfordville, ON
Michael Sutherland	Boston, MA
Hobby Taylor	Sioux Falls, SD
Chris Tervo	Marshall, IL
Chris Tervon	Franklin Hills, AZ
Goof Turle	Tulsa, LA
Peter Yu	
Lee Aaron	Murilton, NJ
Lincoln Allen	Savannah, NC
Tom Balcer	Burlington, NY
David Bailey	Bay City, MI
Josh Byrne	Cherry Hill, NJ
Jason Byers	Cornwall, ON
Roberta Cataldi	Conestoga, PA
Kelly Chase	Williamstown, CT
Frank Chong	Franklin, KY
Natal Chomovitch	Los Angeles, CA
Delbert Curle	Levinville, MD
Robbie Eggleston	DeSoto, TX
Whitney Gander	Dallasville, PA
Stephen King III	Sequimish, WA
Scott Kurka	Corral Springs, FL
Robert Lewis	Collierville, MO
Mike Oros	Des Moines, WA
Victor George	Altoona, CA
Alison Presackova	Calculus, CA
Kris Price	Bay City, MI
Paul Pridemore	Hightpoint, NC

## **SUPER MARIO KART**

Best Times on Checco Island 2  
(Volume 34)

Kristopher Quakro	Norwell, CA
Andrew Quakro	Derry, NH
Jason Erick	Mountain, PA
Jason Borch	Holbrook, MN
Brandon Shandfield	Oroona, NE
Mark Solares	Los Angeles, CA
Shawn Wu	Ennis, VA
Shawn Zander	Danville, MN
Justin Brown	Edinboro, PA
Eric Fungling	Gainesville, TX
Andy Jovet	Savannah, NY
Michael	Wilmington, CA
Stephan King III	Sequimish, WA
Jason Lambert	Monticello, MS
Steve Rose	Hawthorn Hills, IL
Hong Darr	Tucson, AZ
David Wajkovic	Edinburg, NY
Justin Hopkins	Whitefield, ME
Brian Henson	Greenville, TX
Robert Jellus	Evansville, IN
Leonard Klein	Honolulu, HI
Ryan Peterson	Tucson, AZ
Mark Connel	Shelburne, MA
Lee Young	Monrovia, KS
Mark Ruckner	Columbia, IA
Patrick Taylor	Fairport, TX
Nate Stephens	Abilene, TX
Pat Richardson	Idaho Falls, ID
Mark Canale	Bloomington, IN
Jeremy Gelfand	San Diego, CA
Scott	Acosta, CA
Hambleton	
Greg Zerkowicz	Boca Raton, FL

## **ENTER THE ARENA**

Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than October 10, 1995. The top qualifiers receive Super Power Scamps.

Include your Super NES in the photo of your high score. Game the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, please it on a flat surface.

Address entries to:  
**POWER PLAYERS' ARENA**  
P.O. BOX 97123  
REDWOOD, WA 98073-9733

# NINTENDO POWER PLAYING

SEPTEMBER 1996

Your Power Guide To The Latest Releases

## THE BUGS BUNNY CRAZY CASTLE 2



**PRESS  
WORD**

Company.....Nintendo  
Release Date.....September 1996  
Memory Size.....\$12K bits

**Warner Bros.' irreverent rodent walks all over the competition in a castle filled with surprises.**

Bugs runs into Sylvester, Elmer, Wile E. Coyote and other cartoon crooks in this classic platform game, now being remade by Nintendo as part of the Players' Choice series. Pick up carrots to boost your score and boxing gloves, carrots, buckets and other items to knock off your enemies. In Video mode, players rerun the last stage to see how well they performed. Originally released by Kemco-Serika, The Bugs Bunny Crazy Castle 2 was first seen in 1991 but, like the cartoons, the game play remains as less.



Lots of free fun for as MSRP of \$19.98. Presswords



Slow play control response

## DONKEY KONG LAND 2



**SAVE**

Company.....Nintendo  
Release Date.....September 1996  
Memory Size.....4 Megabits

**Awesome ape action returns to the small screen.**

Last year's incredible Donkey Kong Country 2: Diddy's Kong Quest has been converted into the best ACM title for Game Boy to date. DKL 2, like its predecessor, covers most of the Krimling's island. Diddy and Dixie Kong, along with friends such as Squawks and Rambi, must scamper to the pinnacle and beyond to face Captain K. Rool. Although the levels may look familiar, the animation for the Game



Boy has been greatly improved by the developers at Rare over the first Donkey Kong Land game. DKL 2 also makes great use of the Super Game Boy enhancements. Power covers all the monkeythraes in this month's review.



Excellent action, play control and graphics



Stages are basically the same as those in DKL 1 for the Super NES

**1CBN  
KEY**



1-PLAYER  
MODE



MULTI-PLAYER  
ALTERNATING



MULTI-PLAYER  
SIMULTANEOUS



PRESS  
WORD



BATTERY-BACKED  
MEMORY



GAME  
LINK



SUPER GAME BOY  
ENHANCED



SUPER  
FAMICOM

## MEGA MAN



Company.....Nintendo  
Release Date.....September 1996  
Memory Size.....1 Megabit

### A robotic rampage from the past.

The Blue Bomber is back on the trail of his arch rival, Dr. Wily, in the re-release of the first Mega Man game for Game Boy. It's classic Mega Man action with enemies and traps in five worlds. Before facing Dr. Wily, Mega Man must jump, climb and shoot his way past Elecman, Iceman, Cutsman, and Fireman. Each time you beat the boss, you win his high-powered weapon. Mega Man never disappoints and at an MSRP of \$19.99, the price won't let you down, either.



Excellent play control and graphics. Challenging.



Awkward diagrams/puzzles.

## DISNEY'S PINOCCHIO



Company.....Black Pearl  
Release Date.....October 1996  
Memory Size.....4 Megabits

### Geppetto's wooden son heads out for an adventure on Game Boy.



Jimmy Cricket narrates the tale of Disney's Pinocchio while players guide the marionette and the cricket on the stage through the temptations of youth. Classic Disney tunes, such as When You Wish Upon A Star, add to the familiarity of the game. The plat-

form-action stages include Geppetto's town, Pleasure Island and Monstro the Whale. Prove yourself to be brave, truthful and unselfish by collecting the letters B, T and U in the different stages of the game and you'll become a real boy forever. Disney fans and young gamers won't want to miss this month's Power review.



Nice graphics and music.



Very simple game play.

## PILOTWINGS 64



Company.....Nintendo  
Release Date.....September 1996  
Memory Size.....64 Megabits

### Get off the ground and earn your wings.

Just as Super Mario 64 sets a new standard for action games, Pilotwings 64 will set a new standard for action simulations. Virtual pilots soar into the skies via Gyrocopter, Rocket Belt, Hangglider, Cannon or even under their own winged power. The 3-D world includes a not-to-miniature United States and several islands. You'll also find plenty of bonus games, like the cannon shot in which you are fired from the muzzle of a giant cannon. Paradigm Simulations provided the 3-D magic while Nintendo added the fun. The combination is unbelievable. This month, Power takes you to flight school.



An amazing flight experience. Great graphics and play control. You don't even have to achieve a goal to have fun in this game.



Models don't leave any permanent damage.

## REALM



Company.....Titus  
Release Date.....September 1996  
Memory Size.....8 Megabits

### Enter the realm of total action.

If you love unforgiving platform or shooter action, then this European import from Titus may be just the ticket for you. Realm combines cheap Super NES graphics with constant action. Your futuristic hero grabs power-up weapons at every opportunity, which you'll need in order to blast through to the guardians at the end of each level. Along the way, you'll face implacable enemies at every step. Don't despair, though, because Power has all the right moves for Realm in this month's review.



Very challenging. Good graphics.



No save feature. Unbalanced levels of difficulty.

## SIMCITY



Company.....Nintendo  
Release Date.....September 1996  
Memory Size.....4 Megabits



### Congratulations, There's a new mayor in City Hall. And you're it!

Nintendo will release *SimCity* as the next title in the *Players' Choice* series for the Super NES. *SimCity* recreates the award-winning PC and Mac game from Maxis, then goes even further. Shigeru Miyamoto of Mario fame added fun touches to this version, such as friendly advice from Dr. Wright and extra gifts that you earn as your city grows. *SimCity* simulates the evolution of a city from village to metropolis, and you are in charge of making it grow. Of course, you can also send in the monsters to wipe out your creation. With almost 1,000 landforms from which to choose, the variety of cities you can design and build is almost endless. You can even begin with a real city such as San Francisco and help it recover from a disaster. Don't miss this month's Epic Center review and the ultimate building code.



One of the most involving and creative Super NES titles. Excellent interface. Unbeatable price at an MSRP of \$34.95.



Unstructured play may leave some people confused or bored.

## SUPER MARIO 64



Company.....Nintendo  
Release Date.....September 1996  
Memory Size.....4 Megabits



### A new age of video games begins with Super Mario 64.

Mario comes to life in the premier title for the new Nintendo 64, which will be released at the end of September in North America. *Super Mario 64* pulls players into a true 3-D world where they have virtually no limits to their movement. Mario's mission is to save Princess Toadstool—from a prison in a painting! Once again, Bowser is behind the shenanigans. The magic of Shigeru Miyamoto's game design can be felt everywhere, from the stunning graphics to the variety of worlds and events



Players may find fewer enemies to stomp and more mazes and puzzles to solve than in previous Mario games, but the action is just as demanding as ever. Mario leaps,



climbs, swims, flips, does handstands, and glides with one of three special caps. It's pure magic. Nintendo Power goes in-depth into *Super Mario 64* this month.



A new standard for action games. Incredible graphics, sound and variety of play.



Shifting camera angles take some getting used to.

## TETRIS ATTACK



Company.....Nintendo  
Release Date.....September 1996  
Memory Size.....4 Megabits

### A new Tetris for a new time.

The block-busting puzzle game that you discovered last month for the Super NES arrives this month for the Game Boy. *Tetris Attack* may be the most involving action puzzle game since the

original Tetris, and like that classic game, it is perfectly suited to Game Boy. *Tetris Attack* contains single-player and two-player options plus a puzzle mode that limits the num-



ber of moves you have to clear the screen of blocks. With the Game Boy version, you can play on the go or plug it into the Super Game Boy at home. Turn to our Tetris Attack tips in this issue.



1 PLAYER  
MODE



MULTI PLAYER  
ALTERNATING



MULTI PLAYER  
SIMULTANEOUS



PASS  
WORD



BATTERY-  
PACKED



GAME  
LINK



SUPER GAME BOY  
ENHANCED



FAMICOM



FAMICOM

- Totally captivating GameLink two-player option. Super GameBoy enhancements.
- Not as appealing as the Super NES version.

## WAR 3010: THE REVOLUTION



Company.....Nintendo  
Release Date.....September 1994  
Memory Size.....4 Megabits

### Humankind fights back against alien oppression.

War strategy takes to the far reaches of the galaxy in Advanced Productions' War 3010: The Revolution for the Super NES. As the human rebel leader, you command a mighty fleet of stolen starships that you must use to accomplish preset mission goals. For instance, you might have to free a planet or protect a convoy from alien raiders.



The game engine is based on traditional hex-based war games and is very similar to the engine in War 2040 for the Super NES. (The graphics of the battle units are considerably more sophisticated than those in War 2040.) First, you move your units, then

conflict is resolved by the computer. In addition, you can build new ships and equip fantastic new technologies on existing ships. Much of the strategy revolves around positioning your ships in areas where they gain a defensive advantage. In later scenarios, new ships are introduced and the challenge picks up considerably. This month, Nintendo Power's Epic Center wakes into the deep end of space for a battle between the stars.

- An easy-to-learn strategy game. Graphics are as improved over War 2040.
- Not enough challenge for serious strategy fans.

TITLE	POWER METER RATINGS				EDITOR PICKS	ESRB RATING	GAME TYPE
	G	P	C	T			
THE BUGS BUNNY CRAZY CASTLE 2	3.5	3.6	3.0	3.4			ACTION
DONKEY KONG LAND 2	3.3	3.3	3.8	3.3	★☆☆☆		ACTION
MEGA MAN	4.1	4.3	4.5	4.5	★☆☆☆		ACTION
PILOTWINGS 64	4.0	3.5	3.8	4.0	★★★★☆	K-A	SIMULATION
PINOCCHIO	3.5	3.1	2.7	3.3	★☆☆☆	K-A	ACTION
REALM	3.5	3.3	3.5	3.0		K-A	ACTION
SIMCITY	3.8	3.6	4.2	4.6	★★★★☆		SIMULATION
SUPER MARIO 64	4.5	3.8	5.0	4.5	★★★★☆	K-A	ACTION
TETRIS ATTACK	3.3	3.5	3.8	4.8	★★☆☆	K-A	PUZZLE
WAR 3010: THE REVOLUTION	2.8	2.8	2.8	3.3		K-A	STRATEGY

### POWER METER

The Power Meter ratings are derived from evaluations on a five-point scale with five being the highest score possible for a category. The categories are: G=Graphics & Sound, P=Play Controls, C=Challenge, T=Theme & Fun

### SYSTEM KEY

● N64 ● SUPER NES ● GAME BOY ● VIRTUAL BOY

### PRO PLAYERS

If you like the same types of games as our pro players, then check for his or her seal of approval on the chart.

- Scott: Sports, Simulations, Adventures
- Leslie: RPGs, Puzzles, Adventures
- Paul: Fighting, Sports, Simulations
- Heating: Fighting, Action, Sports
- Dan: Action, Adventures, Puzzles
- Terry: RPGs, Simulations, Sports

### IDSA Ratings

These Independent Digital Software Assoc. ratings reflect appropriate ages for players. The categories include EC=Early Childhood, K=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1 800 771-3772.

# PAK WATCH

## THE INSIDE SOURCE ON FUTURE GAMES

### STAR WARS: SHADOWS OF THE EMPIRE

**S**ome day soon, the name of Dash Rendar will stand beside that of Luke Skywalker, Princess Leia Organa and Han Solo. Star Wars: Shadows of the Empire for the N64 from Nintendo and LucasArts opens a new chapter in the ongoing Star Wars story. Scarcely complete now, the version received at Pak Watch has everything a Star Wars fan could ask for: action, heroes, impossible odds, Imperial storm troopers, evil plots, and a great sound track. The action encompasses everything from blasting TIE fighters in space to dodging the gaping maw of a desert worm on Tatooine. Memory-themed hero Rendar hooks it through much of the game, searching for generators to blow up and storm troopers to blast. When he's not jumping surprised droids, Dash may take to the air with his jet pack or leap aboard a speeder to chase Jabba's henchmen through the twisting streets of Mos Eisley. And it all looks and sounds like a Hollywood production. Shadows is a true feast. And the play control is just as delicious

as the sound and graphics. You move Dash from a walk to a sprint using the Control Stick. If you hold the Z Trigger, you can use the Control Stick to aim your blaster up or down. The three camera views include behind-the-shoulder, in-the-head, and out-in-front, each yielding for an entirely different experience.

#### INSIDE SOURCE Extra

DEVELOPER — LUCASARTS ENTERTAINMENT

PUBLISHER — NINTENDO

MEMORY SIZE — 64 MEGABITS

LEVELS — 10, WITH MULTIPLE STAGES

CAMERA PERSPECTIVES — MULTIPLE



NINTENDO POWER

# NINTENDO'S N64

W

e thought you'd like a look at some of the incredible Nintendo 64 games currently in development at Nintendo Company Limited in Kyoto, Japan. The biggest changes have come about in Wave Race 64. Previous versions of the game

didn't include background features such as shorelines or special areas. As you can see now, Wave Race 64 looks fully rounded. The mouth-watering Star Fox 64 shots suggest a game with lots of variety and a very rich 3-D environment. Other games pictured are Kirby's Air Ride, Super Mario Kart R and Tetrisphere.



TETRISPHERE



KIRBY'S AIR RIDE



SUPER MARIO KART R



STAR FOX 64



WAVE RACE 64





# MADDEN NFL '97

**T**he latest in the greatest Super NES football series is back with more action on the gridiron. As a football simulation, Madden NFL '97 doesn't pull a trick. From real NFL players to actual teams, including the newly-rented Baltimore Ravens, EA Sports has put it all in this game. The play on the field feels substantially as it always has and the graphics won't shake up the starlet any more than they did last year. What the folks at EA Sports have done, however, is to continue to refine an already proven football format. Play modes in this edition of Madden include head-to-head vs. players or the computer, season play, and playoffs. The front-office and player tryout options from last year have returned, as well. EA Sports should have this package wrapped up and on the field by the end of September or early October.



# SUPER STAR WARS

**S**uper NES owners need not despair: despite the flood of extraordinary N64 titles that will be appearing over the next few months, the best line-up for the SNES system will be available, as well. Nintendo will re-release the classic action title, Super Star Wars, Volume 1 published by JVC. Super Star Wars joins the Player's Choice series of games that are making their second appearances this year. In John's first adventure for the Super NES, players drove a desert speedster, climbed the giant Jawa crawler to rescue R2D2, blasted Imperial AT Fighters from the Millennium Falcon, and piloted an X-Wing down the trench of the Death Star to launch a missile down the vent. Players could also use Han Solo in many stages. This game was designed by LucasArts and programmed by Sculptured Software. The title of action player earned a new genre of action adventure games, but nobody does it better than LucasArts. If you missed the original release, don't miss the second coming of Super Star Wars.

## • NEWS SOURCE Extra

DEVELOPER — SCULPTURED SOFTWARE

PUBLISHERS — JVC AND NINTENDO

MEMORY SIZE — 8 MEGABITS

SPECIAL EFFECTS — MODE 7

LEVELS — 15



# ARCADE'S GREATEST HITS

**W**illiams Entertainment has combined five hit arcade games from the '80s into one Super NES Game Pak that is truly loaded. *Robotron, Jewel, Defender, Defender II* and *Sinistar* all make their Super NES debuts with graphics and sound tracks that are almost indistinguishable from the originals. Fans of these classics will relive the arcade experience and get a few nice options that weren't available back in the good-old-days, such as the Game Options menu that lets you choose your number of lives, level of difficulty, bonus scores and other options. Blasting invaders in

*Defender* or cloud-hopping on an ostrich in *Jewel* have never been so rewarding. Even better, Williams will have an MSRP that reflects the smaller memory configuration of the Pak. With one and two-player options, *Arcade's Greatest Hits* means fun for all. You don't need 3-D or hi-res graphics to make a great game. These five titles prove it.



Jewel



DEFENDER



DEFENDER II



SINISTAR



ROTONOVUS

# COLLEGE FOOTBALL USA '97

**B**lack Pearl sent us the first photo-look of its new Super NES *College Football USA '97* along with a list of features as long as your arm. One of the highlights of this Super NES game is its 111 Division 1A teams from the seven top athletic conferences including: ACC, WAC, SEC, Big 12, Pac 10, Big East and Conference USA. The four biggest bowl games are represented, also, and a national championship game has been added in case you can't live with uncertainty. The most intriguing feature has to be the 16-player tournament mode. At Pak Watch, we tried to imagine putting 16 rabid college football fans in one room then making them wait their turn to play. Better buy insurance before staging one of these parties. Black Pearl's parent company, T+HQ, promises to send Pak Watch a playable version of the game in several weeks, so stay tuned for more news from the *Battle Patrol* next month. In addition to *College Football USA '97*, Black Pearl has obtained the license from EA Sports to produce NFL '97.



## • NEWS SOURCE Extra

PUBLISHER — BLACK PEARL

RELEASE DATE — NOVEMBER 1996

MULTI-PLAYER — 1 TO 16 TOURNAMENT MODE

TEAMS — 111 DIVISION 1A TEAMS

BOWLS — ROSE, SUGAR, ORANGE, FIESTA

## STREET FIGHTER ALPHA 2

We had to stop the presses to bring you this news, but it was too big to let slip by. Street Fighter Alpha 2 for the Super NES is on its way this October. Yes, indeed, Super NES fighting fans can rejoice. Nintendo of America feels your pain and wants to do something about it by bringing you the hardest punching, the fiercest kicking, and the most amazing special moves ever. Street Fighter Alpha 2 is the first new Super NES Street Fighter title since Super Street Fighter II in 1994. Two years without a real dragon punch is almost too much to bear. The new game will feature several new characters, areas and time of new moves including multiple supers and combos. Incidentally, in the photos shown here, M. Bison bears his Japanese name of Vega and Charlie from the arcade version is named Nash. Graphically, Street Fighter Alpha 2 recreates the cartoon look of the arcade game and includes special effects such as the shadow movement of characters. Pak Watch expects to receive the finished game in time for inclusion in the October issue.



## TOY STORY

Duke Lightyear and Woody the Cowboy will return to the store shelves this fall, thanks to a deal worked out between Nintendo of America and Disney Interactive. If you missed Toy Story last year, get ready for a smorgasbord of great graphics and varied game play. The themes of the stages come straight from the blockbuster Disney/Pixar movie, but the game play owes allegiance to classic action platform games. You'll solve simple puzzles, fight off bad toys, fly with Buzz, rope with Woody and even wind up inside the alien craze game for a first-person, 3-D maze experience. To miss this Super NES game once could be considered an oversight. To miss it twice would be embarrassing.

## STAR WARS

That famous galaxy far, far away seems to be getting closer to home this fall with a number of Star Wars titles set to be released or rereleased for Game Boy, Super NES and N64. The Game Boy Star Wars debuted back in 1992 from Capcom. The stages are different than those in the Super NES game, but the emphasis on challenging, platform action remains consistent in both versions. The MSRP for Game Boy Players' Choice games is \$19.99.

## N64 IN JAPAN

Development of N64 titles in Japan continues, with announcements of new titles happening almost every week. You should keep in mind that announced titles don't always turn into finished games. Nonetheless, the latest from Japan includes some of the most exciting news to date. Hudson Soft announced that it is working on Bomberman 64 and Super Power League 64. We expect that Bomberman will be a multi-player game featuring the sort of frantic, free-for-all that Bomberman fans love, but there is no word yet on whether this game will take place in 3-D mazes or the more standard 2-D, overhead perspective. Pak Watch has also learned that a major North American publisher has already snapped up the rights to bring the new Bomberman across the Pacific, although no date has been set for this. Hudson's Super Power League 64 is a baseball game, which brings the total number of planned N64 baseball titles up to four.

Athena, a major publisher in Japan, is working on a mah-jongg game, which should be popular in Japan but probably won't ever make it to our shores. Sega plans to create three games: Golf, Rev Limit and Wild Choppers. Human Grand Prix from Human will be a racing game. Finally, Enix announced that it is working on a Nintendo 64 sequel to Wonder Project, an epic that appeared on the Super Famicom. In addition, Enix is creating a Super Famicom version of Dragon Quest III with graphics similar to Chrono Trigger featuring new battle sequences.

## DISNEY'S PINOCCHIO

Nintendo's Disney connection will get even stronger this fall when Nintendo releases Disney's Pinocchio for the Super NES. Virgin Interactive and Disney Interactive collaborated on the creation of this graphically rich platform game starring the puppet who comes to life. Most of the areas are similar to the stages in the Game Boy version, although you'll find some added complexity and special bonus areas between stages. Pinocchio learns to be truthful and brave the hard way, but the game play is pretty easy, suitable for younger game players. The Disney music does a great job of setting the atmosphere. Pinocchio should show up in the stores this November.



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## MARIO PAINT

The 1996 holiday season is shaping up to be one of the richest ever for Super NES fans thanks to a wide selection of Players' Choice games. The latest to make the list of all-time greats is the classic Mario Paint, which was first released in 1992. Mario Paint, as the name suggests, isn't a game at all, but rather a creativity program that allows users to create still or animated art. You can also compose single songs using the music editor. In one of the most popular consoles in Nintendo Power history, thousands of Mario Paint artists sent us animated videos of their work. Mario Paint comes with the Super NES Mouse and a special Mouse Pad all for the MSRP of \$44.99.

## MORTAL KOMBAT TRILOGY

It's all done except for the shouting. MKT from Williams Entertainment is finished and ready to rumble. The Finality, as you can see from these shots, looks pretty enough to frame, but you'll probably want to rip open the box and get down to the gritty action provided by the THIRTY or so fighters. In almost every way, MKT ranks as the biggest fighting phenom to date. Williams set out to create the definitive Mortal Kombat, and they did just that. Don't expect 3-D graphics, though. MKT recreates the familiar 2-D arcade experience, although the N64 version goes beyond the arcade games in special graphics effects.



# RELEASE FORECAST



BLAST CORPS  
CRUISE USA  
KILLER INSTINCT GOLD  
MORTAL KOMBAT TRILOGY  
PILOTWINGS 64  
STAR WARS: SHADOWS OF THE EMPIRE  
TETRISPHERE  
TURBO: DINOSAUR HUNTER  
WAVE RACE 64  
WAYNE GRETZKY'S 3-D HOCKEY

FALL '96  
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FALL '96



ARCADE'S GREATEST HITS  
COLLEGE FOOTBALL USA '97  
DISNEY'S PINOCCHIO  
DONKEY KONG COUNTRY 3  
HAGGREN NFL '97  
HRA HAND TIME  
NFL '97  
PRINCE OF PERSIA 2  
STREET FIGHTER ALPHA 2  
WHIZZ  
ULTIMATE MORTAL KOMBAT 3

FALL '96  
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DONKEY KONG '94  
FIFA SOCCER '97  
MEGA MAN  
MOLE MANIA  
SUPER MARIO LANO 2  
VARIO LANO

FALL '96  
FALL '96  
FALL '96  
WINTER '97  
FALL '96  
FALL '96

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CONTEST

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PLAYER'S POLL VOL. 88  
P.O. BOX 87062  
REOMOND, WA 98073-9762

One entry per person. Open to all residents except those who live later than October 1, 1995. We are not responsible for lost or misdirected mail. On or about October 1, 1996, winners will be randomly drawn from among all eligible entries by computer. Each prize is subject to change at the discretion of Nintendo. No cash prize will be paid for any prize. No substitutions or prizes in kind. All prizes will be awarded to the address shown after October 31, 1996. Grand Prize: One Nintendo 64 and Player's Poll response card. Game Boy Pocket. Estimated total value of all prizes is \$5,000. Some restrictions apply. Void only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NPD, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.



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55. There's a real video game in the box.

56. You can play anything you want to.

57. 58. 59. It's a real game, not just a toy.

60. 61. You can play anything you want to.

62. You can play anything you want to.

63. You can play anything you want to.

64. You can play anything you want to.

## 1 One in 64 Wins!

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## Kellogg's

NINTENDO 64



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22  
23



Phone Card features an exclusive and fairly valuable set of three phone cards and can be used to call the Nintendo 64 Hotline or get other computer games on Nintendo 64 and Super Mario 64™.

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7. Game cartridges feature real time, 3-D graphics. 8. It's the world's first 64-bit video game system. 9. New "C buttons" change a player's perspective. 10. Controller has a memory pack necessary. 11. In this 3-D environment, characters can go wherever you want them to. 12. 3-D stick allows revolutionary 360-degree movement.

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